JOHN DE LANCIE ON PICARD

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Captain's Log

A lot has changed in *Star Trek* over the past few years (not least the name of the *Trek*'s parent company: CBS? Viacom? ViacomCBS? Paramount? Paramount Global? I can't keep up! And that's without getting into CBS All Access and Paramount Plus… though happily the latter is now available in the UK), but it seems the more things change, the more they stay the same – or at least revisit the familiar. Before *Star Trek: Discovery* took the bold step of flinging itself into the far future, the show's second season set the stage for further adventures of Captain Pike and the crew of the *Enterprise* in the recently launched *Star Trek: Strange New Worlds*, while *Star Trek: Lower Decks* has delighted in digging around in the dusty nooks and crannies of *Trek* canon, and *Star Trek: Prodigy* has found room for *Star Trek: Voyager*'s Janeway and Chakotay in its newfangled animated fantasy.

Then there's *Star Trek: Picard*, a show which takes its very name from the venerable captain of the *Enterprise*-D and -E, and whose first and second seasons boasted a starring role for Jeri Ryan's Seven of Nine and guest slots for *Star Trek: The Next Generation*'s Brent Spiner, Jonathan Del Arco, Jonathan Frakes, Marina Sirtis, John de Lancie, Whoopi Goldberg, and Wil Wheaton. Yet *Picard* has reserved its biggest blast from the past for its third and final season. "I've been keeping this secret for 10 months!" tweeted *Star Trek: Picard* Executive Producer and showrunner Terry Matalas in April, when Paramount broke the news – on First Contact Day no less – of Spiner, Frakes and Sirtis being joined in Season 3 by fellow *TNG* alumni LeVar Burton, Michael Dorn, and Gates McFadden. To which Burton added, "I CAN FINALLY TALK ABOUT IT!" and McFadden tweeted, "Personally I love the story they wrote for our characters. Hope you will agree."

For those of us for whom *TNG* was the show that cemented our *Trek* fandom – Matalas among us – it's tremendously exciting that the cast will be back together again on screen in a *Star Trek* show – and that they're joined by such behind-the-scenes luminaries as Doug Drexler, John Eaves, Dan Curry, and Mike Okuda. Not only that, but the news comes in the year of *TNG*'s 35th anniversary, which we'll be celebrating properly next issue.

As for this issue, there's a *TNG* link here too, as John de Lancie details Q's tumultuous time in *Picard* Season 2. Elsewhere, the aforementioned Kate Mulgrew discusses the aforementioned *Prodigy*; we pay tribute to original series mainstay, the late Eddie Paskey; *Trek* 101 and The Definitive Guide explore all things Pike; and *Inside Trek* goes all out for the *Enterprise*. Enjoy.

Nick Jones
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STAR TREK EXPLORER
THE OFFICIAL MAGAZINE

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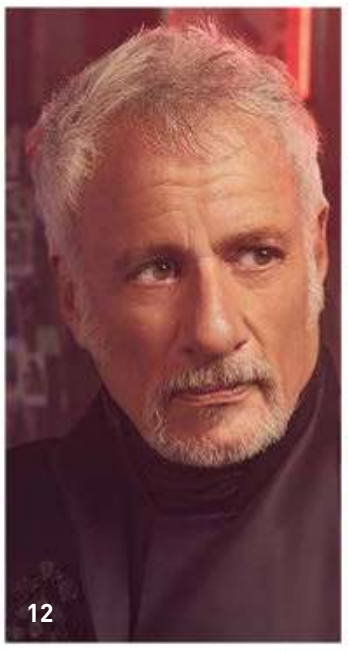

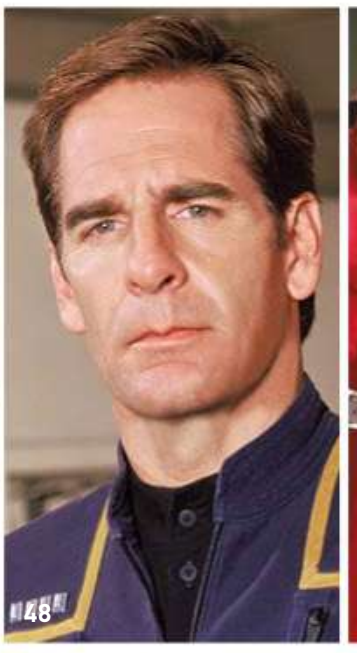

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Engage!

EXPLORING THE *STAR TREK* UNIVERSE

WORDS: JAY STOBIE

01

The Outstanding Okudas!

Michael and Denise Okuda are considered royalty by *Star Trek* fans around the globe, and rightly so.

While their contributions to *Star Trek* designs, logos, computer interfaces, and off-screen literature rank as their most notable achievements, the pair's credits also encompass real-world emblems for NASA, as well an entertainment résumé featuring the hit projects *For All Mankind*, *Space Force*, *Sully*, *Threshold*, and many, many more.

Of course, *Star Trek* fans are not the *only* people who appreciate the Okudas' valuable influence on graphic design and popular culture. Michael and Denise have now been recognized with a Lifetime Achievement Award from the Scenic, Title & Graphic Artists at the 26th annual Art Directors Guild Awards. While the Okudas' work speaks for itself, this prestigious award represents a much-deserved and well-publicized tip of the hat to the talented team.

In addition, *Star Trek: Picard* showrunner Terry Matalas – who a decade or so prior to *Picard* served as a production associate on *Star Trek: Voyager* and *Star Trek: Enterprise*, working alongside the Okudas – took to social media to confirm that Michael and Denise are a part of the *Picard* art department for the show's third and final season. With their place in *Star Trek* lore already well established, the Okudas' involvement in current productions nevertheless indicates that their role in shaping Starfleet's future is far from over. Here's hoping for a wealth of new "Okudagram" interfaces to admire!

Decked Out in Deltas

When your attire needs to be shipshape, look no further than Cufflinks.com's *Enterprise* 3-Piece Necktie Gift Set, which includes Silver Delta Shield Cufflinks, the *Enterprise* Silhouette Tie Bar, and *Enterprise* Flight Blue Stripe Men's Necktie, and their Delta Shield Men's Dress Socks. There are three color variants for the Dress Socks – red, blue, and yellow as a nod to Starfleet's divisions – and the variants can be bought individually or as a set of three colors.

Discovery Deep Dives

Much like its predecessor *Star Trek: Deep Space Nine*, *Star Trek: Discovery* has supplied fans with an intriguing array of characters who don't always receive the spotlight.

That is set to change, as IDW launches its four-issue comic book miniseries *Star Trek: Discovery – Adventures in the 32nd Century*. Penned by Mike Johnson and *Discovery*/*Star Trek: Picard* writer Kirsten Beyer – who collaborated on a previous run of *Discovery*-based comics – and drawn by veteran artist Angel Hernandez, each issue centers on a single character from the *Disco* crew. Whether you're looking to learn more about Cleveland "Book" Booker's royal sidekick Queen Grudge, or seeking an adventure with Adira Tal, Keyla Detmer, or Linus, this miniseries is a thrilling way to get to know Captain Burnham's subordinates on a deeper level.

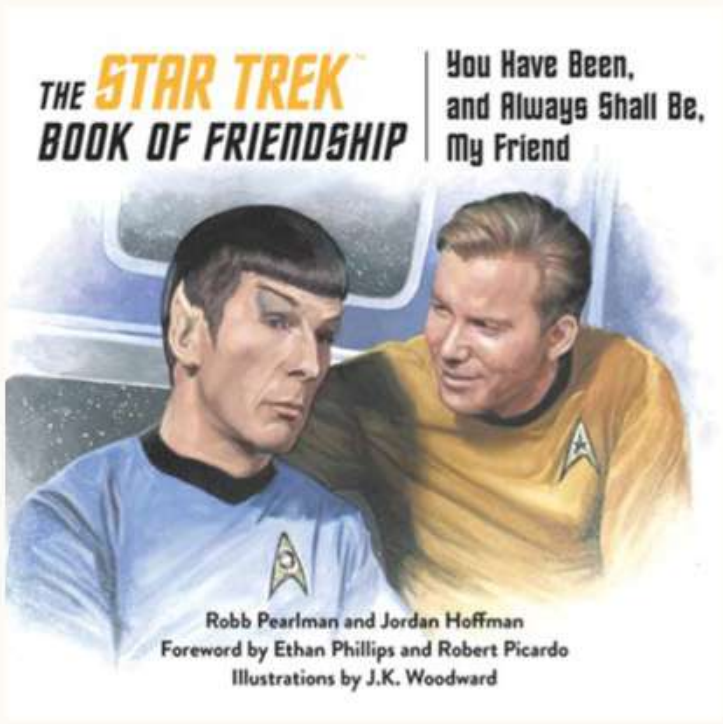
01 Denise and Michael Okuda.

Friendship and First Contact

Fostering connections has always been a key element of *Star Trek*, and that theme is now being explored in greater depth by authors Robb Pearlman and Jordan Hoffman and illustrator J. K. Woodward in *The Star Trek Book of Friendship*.

Subtitled *You Have Been, and Always Shall Be, My Friend*, and with a foreword by *Star Trek: Voyager* actors Robert Picardo (the Doctor) and Ethan Phillips (Neelix), this Smart Pop publication chronicles the enduring bonds that have been forged by characters from the original series all the way up to the latest *Star Trek* shows. Inspired by the spirit of *Trek*, a portion of the book's proceeds benefits The Planetary Society, a nonprofit championed by Bill Nye.

Speaking of reaching out to others, Titan Books celebrates first contact with the hardcover *Star Trek: First Contact – The Making Of The Classic Film*, a tome by Joe Fordham which combines rare production art with new and exclusive cast and crew interviews to explore the iconic movie from every angle. Filled with archival material, behind-the-scenes photography, concept art, production designs, and more, it is truly a collector's dream. This coffee-table book, due to be published in July, can be ordered at ForbiddenPlanet.com, while *The Star Trek Book of Friendship* is out now and can be found at PenguinRandomHouse.com.


THE STAR TREK BOOK OF FRIENDSHIP
You Have Been, and Always Shall Be, My Friend
Robb Pearlman and Jordan Hoffman
Foreword by Ethan Phillips and Robert Picardo
Illustrations by J.K. Woodward

Chatting for Charity

The Hollywood Food Coalition, a non-profit which provides food and other services to people in need, counts two prolific *Star Trek* figures among its staunchest supporters: *Star Trek: Enterprise*'s John Billingsley (Dr. Phlox) and director/producer David Livingston.

In January, the pair spearheaded a virtual event that gathered over 60 *Star Trek* veterans and raised over $60,000 for the organization. "[The] Hollywood Food Coalition reflects the *Star Trek* [and] Roddenberry ethos," Livingston told *Star Trek Explorer*. "Humans are inherently a noble and righteous species. At the Coalition we strive every day to provide for the less fortunate in our society. To give them the respect and dignity we all deserve. Gene would be proud."

The Doctor & the Director

David Livingston, who has directed more *Star Trek* episodes (62!) than anyone else, collaborated with John Billingsley on numerous episodes of *Enterprise*, such as the Borg-centric entry "Regeneration," an informal follow-up to *Star Trek: First Contact* (and an episode which happened to feature Bonita Friedericy, another ardent advocate for the Hollywood Coalition). However, Livingston's most celebrated *Star Trek* directorial achievement is the *Deep Space Nine* classic "The Visitor," a story that follows Jake Sisko's lifelong effort to recover his father after an accident aboard the *U.S.S. Defiant*. Interestingly, Cirroc Lofton (young Jake) and Tony Todd (elder Jake) appeared together on a panel as part of Billingsley and Livingston's fundraiser.

Set Phasers to "Stunned!"

In a shocking First Contact Day announcement, it was revealed that Patrick Stewart's friends and long-time *Star Trek: The Next Generation* colleagues would be starring alongside Stewart in *Star Trek: Picard*'s third and final season.

LeVar Burton (La Forge), Michael Dorn (Worf), Jonathan Frakes (Riker), Gates McFadden (Dr. Crusher), Marina Sirtis (Troi), and Brent Spiner (Data) will once again be venturing into space in what showrunner and Executive Producer Terry Matalas has described as a "starship-bound adventure".

The fantastic news came shortly after another surprising development for another *Star Trek* series: actor Paul Wesley, best known for his work on *The Vampire Diaries*, will be hopping aboard *Star Trek: Strange New Worlds* as the iconic James T. Kirk in the show's second season. From legendary actors returning in *Picard* to the revival of a beloved character in *Strange New Worlds*, it is truly a marvelous time to be a *Star Trek* fan!

The Next Generation of Gaming!

Have you ever wanted to serve aboard a Starfleet vessel and live in the *Star Trek* universe? Do you wonder what it would be like to encounter new civilizations and deal with intergalactic diplomatic incidents?

If you answered "yes" to either of those questions (and as *Trek* fans, you probably did!), then the upcoming adventure game *Star Trek: Resurgence* will undoubtedly inspire you to declare, "Engage!" Hailing from Dramatic Labs and Paramount Global, *Resurgence* places players aboard the *U.S.S. Resolute* during a time soon after *Star Trek: The Next Generation*. Fans can opt to play as First Officer Jara Rydek or Engineering Crew-person Carter Diaz, personnel from the *Resolute* who are investigating tensions between two alien civilizations that may lead to an all-out war.

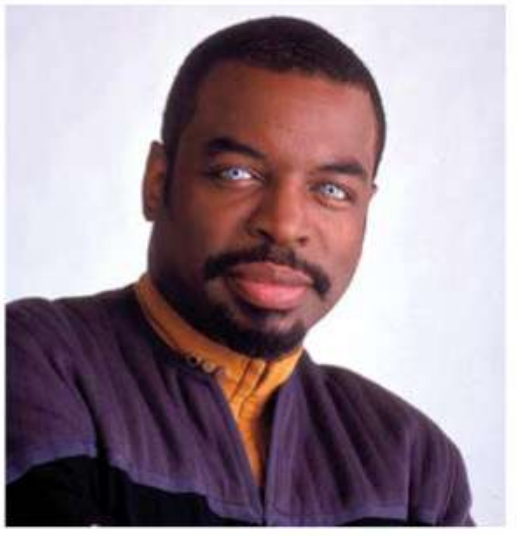
The third-person choice-driven game features an interactive narrative that allows players to immerse themselves in the experience and forge their own path. Fans will also encounter new characters *and* familiar faces along the way. Scheduled for worldwide release in spring 2022, *Resurgence* will be available on the Xbox Series X/S, Xbox One, PlayStation®5, and PlayStation®4 gaming consoles, as well as on the Epic Games Store for PCs.

Star Trek Alumni Chart New Courses

In addition to *Picard* Season 3, *The Next Generation*'s LeVar Burton is set to add another impressive credit to his already out-of-this-world résumé.

The *Star Trek* actor and *Reading Rainbow* icon will be hosting and executive producing a *Trivial Pursuit* game show. Following a well-publicized and highly-praised run as a guest host on *Jeopardy!*, Burton now finds himself embarking on an entirely new adventure. Produced by Hasbro, Entertainment One, and LeVar Burton Entertainment, the series will surely be a hit with Burton at the helm.

Star Trek: Discovery's Shazad Latif (Tyler) has also landed a new role, that of the legendary Captain Nemo in the forthcoming series *Nautilus*. While *Star Trek* fans may recall the *Miranda*-class *U.S.S. Nautilus*' heroics during the Dominion War, Latif's show will be based on the Jules Verne classic *20,000 Leagues Under the Sea*.



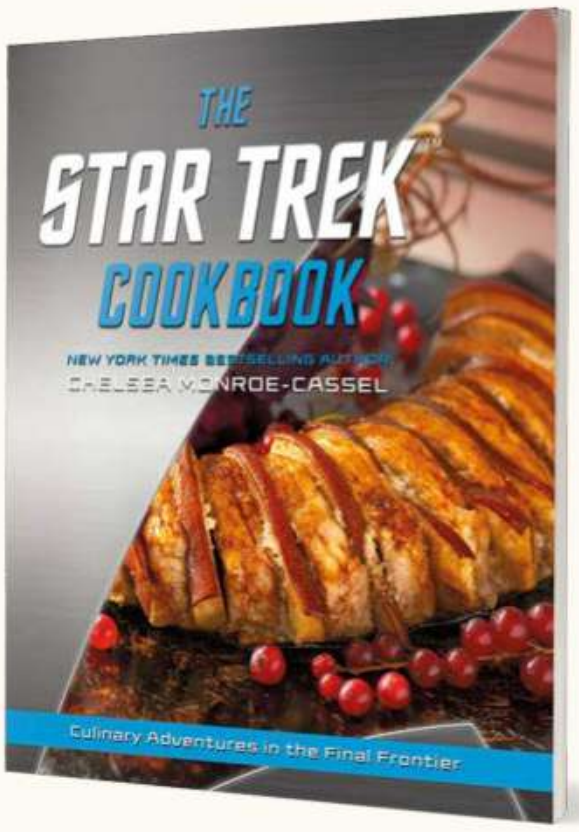
Classic Connections

What else do the *U.S.S. Enterprise*-D's chief engineer and *U.S.S. Discovery*'s former head-of-security have in common? In *The Next Generation* thriller "The Mind's Eye," LeVar Burton's Geordi La Forge is captured by Romulans and brainwashed in an attempt to ignite tensions between the Federation and the Klingon Empire. Similarly, Shazad Latif's Ash Tyler was forced to deal with the realization that he was actually Voq, a surgically altered Klingon warrior intent on infiltrating *Discovery*. While Voq willingly submitted to the mental and physical changes, he ultimately chose to side with Starfleet in the Federation's war against the Klingons.

A Taste of *Trek*

Gallery Books has a new *Star Trek Cookbook* set for publication later this year, written by *New York Times* bestselling author and food stylist Chelsea Monroe-Cassel, and featuring fresh recipes and mouthwatering photography.

A lifelong fantasy fan, Monroe-Cassel came to fame with her *Game of Thrones* food blog, which begat a cookbook in 2015, the first of many themed books by the author. The successor to the original *Star Trek Cookbook* – published in 1999 and co-written by Ethan Phillips, alias the *U.S.S. Voyager*'s resident chef Neelix – Monroe-Cassel's new *Star Trek Cookbook* promises to beam down delicious treats from the far future to our present-day tables. Due out on November 10, *The Star Trek Cookbook* is available for preorder at simonandschuster.com.



Kling-Entrées

Mealtimes have always been a vital element of human cultures, and that trend continued with various encounters with the Klingon Empire throughout *Star Trek* history. Who can forget Hoshi Sato's run-in with targs (*Star Trek: Enterprise*'s "Sleeping Dogs"), the infamous feast that Captain Kirk's crew shared with the Klingons aboard the *U.S.S. Enterprise*-A (*Star Trek VI: The Undiscovered Country*), William T. Riker's experience with gagh aboard the Bird-of-Prey *I.K.S. Pagh* (*Star Trek: The Next Generation*'s "A Matter of Honor"), or Kurn's hilarious comments about burned, replicated bird meat (*TNG*'s "Sins of the Father")?

Kristin Bauer on the Prime Directive

Best known for her lead roles in *True Blood* and *Once Upon a Time*, Kristin Bauer also guest-starred on *Star Trek: Deep Space Nine* and *Star Trek: Enterprise*, most notably as the Klingon augment, Laneth.

When asked by *Star Trek Explorer* about the Prime Directive, the actor and activist gave Starfleet's fictional guideline a glowing endorsement.

"The Prime Directive – don't interfere! My God, I wish humans would follow this," said Bauer. "A majority of all issues on Earth can be traced back to 'people helping people' with the *best* of intentions, from our own paradigm, but inadvertently knocking over an unintended domino that throws nature out of balance and ends up causing more harm than good."

Elaborating further, Bauer noted, "It is impossible for us to see the future and we must pause before intervening, assess outcomes for *all* life forms, and allow others to evolve on their own path and time. The humility of the Prime Directive is beautiful. In the future, they do not assume they know what is best for everyone and they have faith they will find their way, for them."

Marvelous Mirrors

Reflection comes in various forms, whether it be through self-evaluation or a literal look in the mirror.

When Q first made his presence known in *Star Trek: The Next Generation*'s "Encounter at Farpoint," he forced Captain Picard and the *Enterprise*-D crew to gaze back on humanity's past and defend its presence in the galaxy at large. Unbeknownst to Picard, this "trial" continued all the way through to the series finale, "All Good Things..."

Similarly, Captain Kirk's away team witnessed the other side of the looking glass when it was accidentally transported to the Mirror Universe in "Mirror, Mirror," where they made contact with Mirror Spock and the Terran Empire. Back in the Prime timeline, *Star Trek: Voyager*'s holographic EMH, better known as the Doctor, often gave his human colleagues much to think about when he commented on their perceptions of him as a sentient artificial being.

To tie this theme together, EXO-6 – known for its astounding *Star Trek* 1:6-scale figure collection – has added articulated figures based on Judge Q, Mirror Spock, and the Doctor to its elegant repertoire, which already includes Captain Picard, Captain Janeway, and Lieutenant Commander Data. More information on these superbly detailed items can be found at ex0-6.com.

A Matter of Time

While social distancing in a responsible manner, many *Star Trek* actors have found themselves with extra time to dedicate to their personal pursuits and passions. A trio of *Star Trek: Enterprise* main cast members recently disclosed some meaningful projects they've been working on. Anthony Montgomery (Mayweather) has nearly completed his autobiography, which promises to be a deeply emotional book about the actor's life and experiences. Meanwhile, Connor Trinneer (Trip) and Dominic Keating (Reed) have created the Shuttlepod podcast, which finds the two interviewing *Enterprise* cast and crew while providing commentary on *Enterprise* episodes.

Deploy the Fleet

As Starfleet rebuilds in the 32nd Century, Eaglemoss continues to produce stunning models of various starships from throughout *Star Trek* history.

The company's first foray into *Star Trek: Lower Decks* includes a massive, 10-inch long version of the show's hero ship, the *California*-class *U.S.S. Cerritos*, as well as Captain William T. Riker's beloved posting, the *Luna*-class *U.S.S. Titan*. Bradward Boimler has been lucky enough to serve on both ships, and now you can own the *Cerritos* ($74.95) and *Titan* ($54.95) for yourself.

Jumping ahead into the era of *Star Trek: Discovery*, the titular *U.S.S. Discovery* is now available in its NCC-1031-A refit form, complete with detached nacelles and a sleek, futuristic take on its original *Crossfield*-class design. The only function that could make this model any more realistic would be a fully operational spore drive! The late Aron Eisenberg and his character, Nog, were both cherished by *Star Trek* fans, so it is only fitting that the 32nd-century *Eisenberg*-class *U.S.S. Nog* has also joined the Eaglemoss armada.

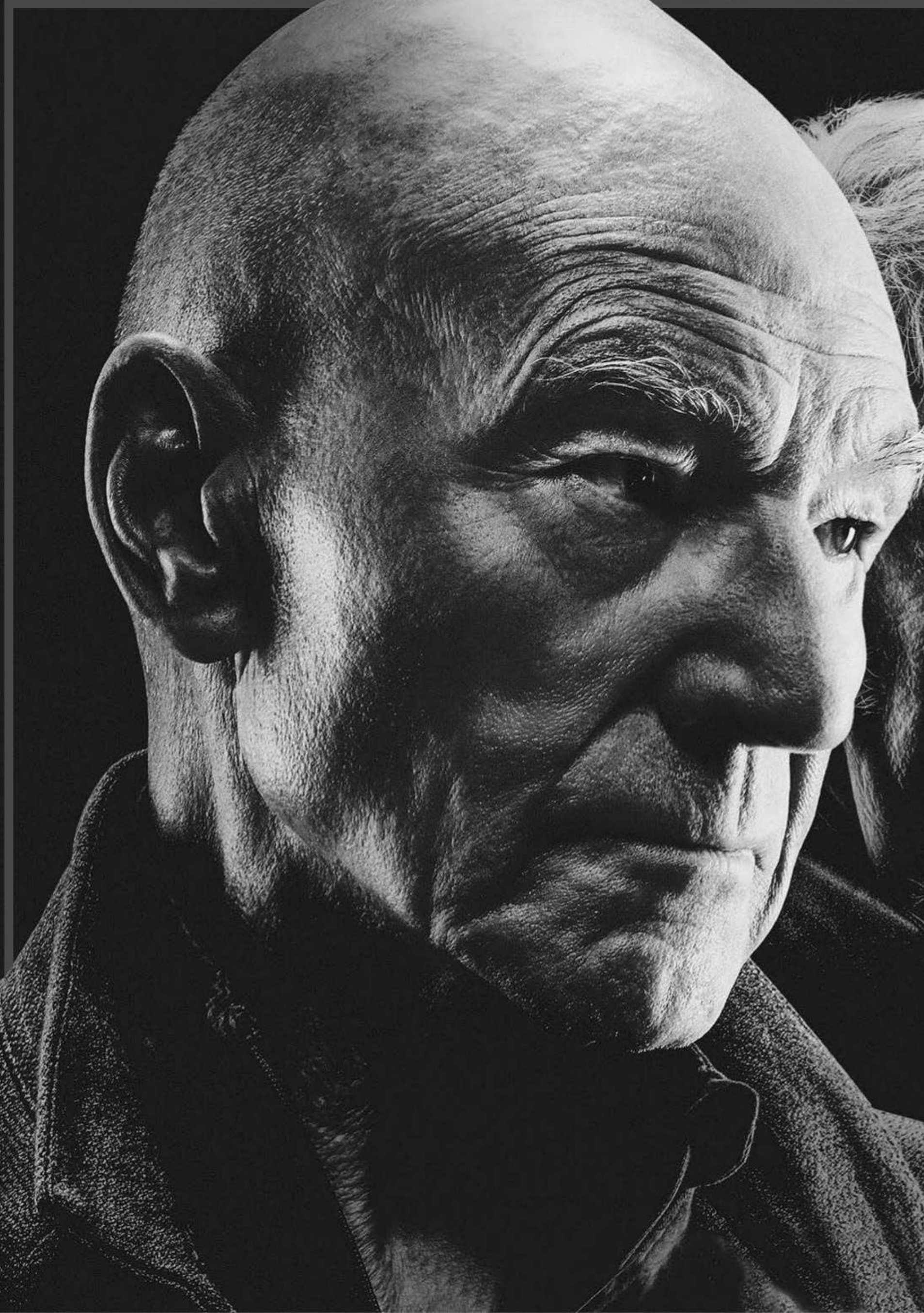
The *Discovery*-A measures 11.5 inches in length, while the *Nog* checks in at approximately 8 inches. As with the *Cerritos* and the *Titan*, the *Discovery*-A ($79.95) and *Nog* ($54.95) can be ordered at shop.eaglemoss.com.

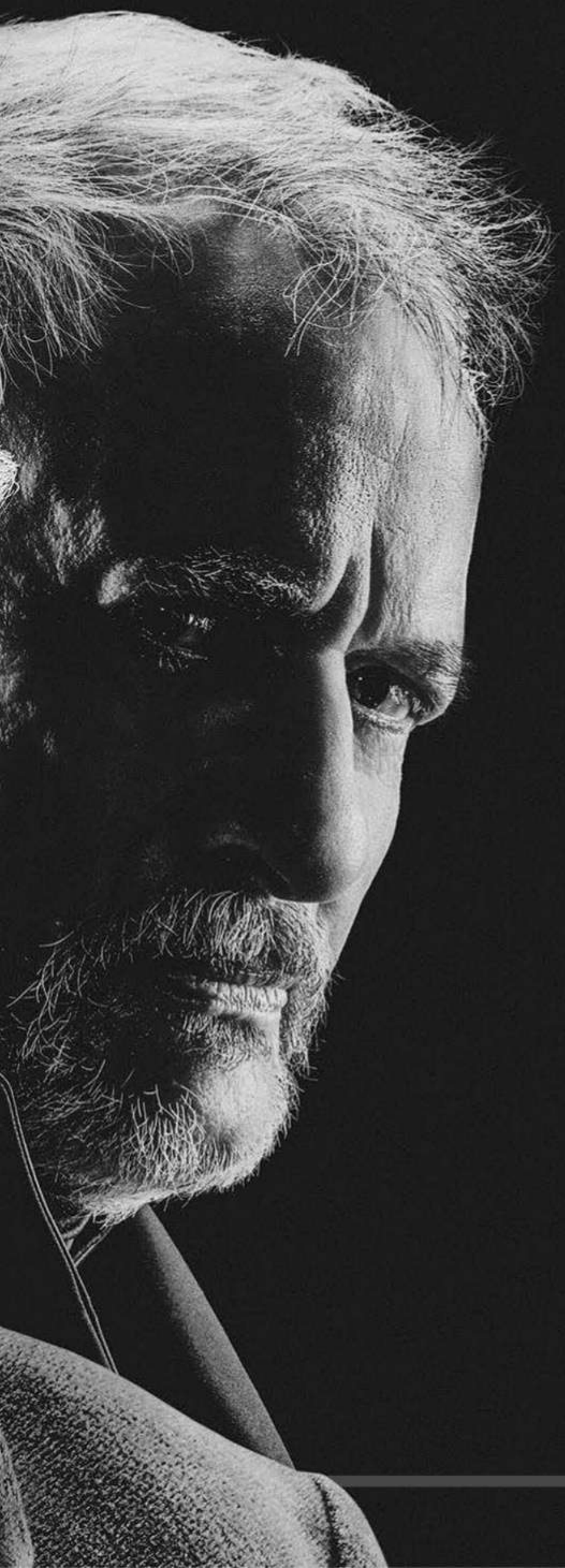
A Call to "Action!"

Playmates Toys is back with the first wave of its new line of *Star Trek* universe action figures and toys, which will be available for purchase online in July, and landing on store shelves in the fall.

The initial group of 5-inch, 1:14-scale figures includes retro designs from *Star Trek II: The Wrath of Khan* and *Star Trek: The Next Generation*, as well as Michael Burnham and Saru in their pre-32nd century *Discovery* uniforms. Every character has 14 points of articulation and, depending upon the characters themselves, will be packaged in either nostalgic packaging or new *Star Trek* universe blister cards.

An 18-inch replica of the original series *Enterprise*, and an original series phaser, each of which comes complete with lights and sounds, round out the first wave of the collection. Further waves of figures and accessories will be announced later this year, with anticipated release dates of early 2023. Keep up with the latest developments at playmatestoys.com.





THE Q AND THE GRAY

It's been more than 20 years since we last saw Q in a live-action *Star Trek* series, and well over 25 years since the all-powerful being last proved a thorn in Jean-Luc Picard's side, but he's back to bedevil his old sparring partner in *Star Trek: Picard* Season 2. However, despite his immortal nature, it seems time has not treated Q kindly, as the actor who has played the omnipotent entity for 35 years, John de Lancie, explains...

WORDS: IAN SPELLING

There's just no keeping a good intergalactic pest down. John de Lancie first played Q in the *Star Trek: The Next Generation* pilot, "Encounter at Farpoint," way back in 1987. The character, an afterthought added to the proceedings by Gene Roddenberry to expand the premiere from one episode to two, developed into a formidable adversary for Captain Picard and company, and quickly emerged as a fan favorite. ▶

01

De Lancie portrayed Q brilliantly, imbuing the omnipotent being with menace, humor, and arrogance, as well as occasional flashes of compassion, self-doubt, and fear. His clashes with Picard were epic, often revealing details about the captain and his past that he'd suppressed or overlooked, but which shaped him as a man, a Starfleet officer, and mankind's savior. And each Q episode promised fresh two-hander scenes between de Lancie and Patrick Stewart, who brought out the best in each other as their characters bobbed and weaved verbally and emotionally in an effort to gain the upper hand.

Star Trek's producers deployed the character quite judiciously, calling upon him eight times for *TNG* ("Encounter at Farpoint," "Hide and Q," "Q Who," "Deja Q," "Qpid," "True Q," "Tapestry," and finale "All Good Things…"), once for *Star Trek: Deep Space Nine* ("Q-Less"), and three times for *Star Trek: Voyager* ("Death Wish," "The Q and the Grey," and "Q2"). That's a mere 12 appearances across more than 500 episodes. That Q remains synonymous with *Trek* is a testament to the writing for the character and, of course, to de Lancie's stellar portrayal.

01 Posing as her therapist, Q tries to talk Renée Picard out of piloting the Europa Mission, in "Fly Me to the Moon."

02 Q finds his cosmic finger-click doesn't have the potency it once did, in "Watcher."

And now, following voice appearances in *Star Trek: Borg, Star Trek Online, Star Trek Timelines*, and *Star Trek: Lower Decks* (Season 1's "Veritas"), Q is making live-action mischief again for the first time since the *Voyager* episode "Q2," which aired in 2001. Q, with de Lancie reprising the role, sends Picard, Seven of Nine, Rios, Dr. Jurati, and Raffi on the time-tripping adventure that dominates Season 2 of *Star Trek: Picard*. And this is no cameo, as fans can expect to see de Lancie in at least half of the season's 10 episodes.

In this exclusive interview, de Lancie discusses slipping back into character, reuniting with Stewart and Brent Spiner, and much more.

***Star Trek Explorer*: How shocked – or not – were you to get a call saying, "Would you be interested in returning as Q?"**

John de Lancie: I had kind of accepted the fact that I was never going to play it again. As I have said a bazillion times in the past, I don't spend too much time angsting over whether or not I'm going to be invited to the dinner party. I knew they were doing *Picard*. I knew that they did one season of it. I hadn't been asked to be on it, and I figured, "Oh, that's the end of it. That's the way it goes. There's nothing." That was about as much as I had put into it. When I did get a call, I was like, "Oh, wow! Great! That's great."

When I went in to meet with [*Picard* Executive Producer and Season 2 showrunner] Terry Matalas, my first thing was, "You're not putting me in tights, I hope." He said, "No, he'll be just the way you are now." I said, "OK. Well, then, that makes a lot of sense."

"THERE'S SOMETHING ELSE HAPPENING TO ME, AND PICARD IS A WAY BY WHICH I CAN MAKE AMENDS AND JUSTIFY MY LIFE."

02

The last time we saw you on *TNG*, a couple of Q's key lines were, "I'm gonna miss you. You had such potential. But then again, all good things must come to an end," and, "See you... out there." That last line was actually Q's parting words to Jean-Luc. Do we pick up with that? Give us a sense of how Q returns and why.
I have come back essentially because – it's obvious – Picard means a great deal to me. There's something else happening to me, and Picard is a way by which I can make amends and justify my life, as it were, by doing something good for him. Through that I take him, and the entire show, on a journey. That journey takes us all the way back to today, or close to it. I am a catalyst again. The character has been brought in to have an effect. That effect is for Picard to realize – at this point it does sound perhaps a little trite – that he has been holding onto feelings about himself that have so shut him down that he is not actually capable of carrying on. This is like a big, psychological enema.

Can we assume there's a reason that, age-wise, you look like John de Lancie, circa 2022?
Yes, and it's something I really pushed for, and I hope it's in that opening scene. I believe it is. I know they wanted to do it, and I wanted to do it. As actors, we comb through scripts and we use a very fine comb. There was one thing where I said, "We really must include this, otherwise they're going to think, 'Well, he's immortal! Why does he look different?'" That problem was handled with this line. I say, "Jean-Luc, how I've missed you." I forget if he has a response, but then I go, "Oh dear, you're a lot older than I expected. Let me fix that. There! Better?" In other words, off-camera I have somehow made myself look my current age, or his age. That's what we're dealing with. That's how that's done.

What was it like to share scenes again with Patrick Stewart?
I was very pleased to work with Patrick, and I think that he was pleased to work with me. The set-up scenes were important. One had to commit to them in a certain way, which was not just simply, "I say my lines, and you say your lines." He really met that challenge. It was clear to me, the two of us and the director, that these were establishing shots for which the rest of the episodes were going to go on. Those opening things had to do

with, "This is the type of life you could have had. I am pointing you towards the type of life you should have, and that you still have within your capability to achieve."

How quickly did Q come back to you after all these years? Or did he ever really leave?
He never left. The fact of the matter is that I am essentially playing myself; I'm just playing another part of myself. I can allow myself to be a little more bombastic or mansplaining than I usually am. All of those things which are annoying, which I usually am, I can just allow myself to be more of that. More direct, and more – in this case – energized by, "I don't have much f***ing time here." I wanted to make sure that the audience, by virtue of that, understands that right beneath the surface we are actors playing with each other. There's a part which is also personal, and it should be, which is like, "Hey man, I'm here on a mission, and you are going to follow what I have to say." That isn't difficult for me. That's not a difficult thing to act. Q, for the most part, is projecting.

There was a major discussion in all of this, where I said, "Wait a minute... I'm dying?! How's that possible? This has got to be worked out." The question is "Why?" But, more to the point, the audience needs to at least be given reasons, in detail, for this transformation to take place. Otherwise, we are going to lose that. What I loved about working with Terry, Akiva [Goldsman, Executive Producer], and Patrick is that it was, in fact, a collaboration, for which I had certain concerns and they had certain requirements. We were doing what we could to make sure that everything was as much in alignment as possible when you're doing a television show and you don't have years to write a single script. It was an intellectually challenging time. Patrick was very much willing to go there, which was great. I wish that I had more scenes with him, because he is my main squeeze. Those are the ones that have the most juice, as far as I'm concerned. Working with Brent [Spiner] was great fun, but it's not the same. It doesn't have the same weight, in terms of character-to-character, especially in this case because Brent's character is in fact a human. He's not really Data.

03 Together again after a quarter of a century: Q and Picard in "The Star Gazer."

How was it working with Whoopi Goldberg, who also returns to *Trek* in this season of *Picard*? When Guinan encountered Q in *TNG*'s "Q Who" it was intimated that the pair had had some dealings prior to that episode.

I only have one scene with the young Guinan, which was a very pivotal scene, but in a funny way she’s not even really in it. What she has to say is important, but the fact is that she is the one who asks questions, for which I go into a very introspective monologue. She goes, “You’re dying. How is that possible? You’re immortal.” I then have this big explanation as to how that’s happening. Which is not really to her. It’s out into space that I’m talking about it. We all worked hard to make this have meaning and poignance, and not like certain shows where they just kill people because they need their ratings or something like that. There was a lot of attention given and everybody – Patrick, [directors] Jonathan Frakes and Doug Aarniokoski, and the entire crew – was on their best game.

Going back to my point about collaboration, Terry and Akiva would go, “OK. Well, we’ve written a scene and we’re sure that you have some suggestions. What are they?” I’d say, “Well, this would be helpful here” and, “If you could do that…” They’d go, “Great!” That’s as opposed to oftentimes what happens, certainly in regular television, is that someone will say, “Hey man, we’re not asking you what your opinion is. These are the words and that’s the way it goes.” I have to say, in much of *TNG*, that’s the way it was. But here it was much more collaborative and recognizing that we have lived with these characters for much of our careers. We know the characters, and we know the fans, and they listened to our thoughts.

04

05

If this is really and truly the last time that you're playing Q, how satisfied are you with how you go out?
I'll be satisfied once I see it. What I think I'm doing and what I'm actually doing might be very different. That's the problem about performing. You think you're doing one thing and it comes off differently. If it's what I think it is, then I'll be satisfied. Also, there's a point for all of us, not just me, but all of us from *Next Gen*, where you really need to stop. The last thing you want to have happen in one's acting career is to say, "Oh well, they should've stopped a few shows ago." I wanted to make sure that was not the case. But all of us are getting closer to that line. What you want to make sure of is that you don't cross the line. That's just a personal thing. I don't think I did. I was in good form, and the audience will enjoy it. When I did *Star Trek* before, my episodes were Q-centric episodes. Marina Sirtis [Deanna Troi] once told me, "You have more lines in an episode than I have in an entire year."

That's not the case here. I am a catalyst. I am moving the action along. I send the regulars into a tizzy, and then they try to work their way out of it. I'd have two significant scenes per episode of the six shows I was in. I had sort of expected, "Oh, it'll be like the old days. I'll come on. It will just be me and Picard. That'll be great!" As I began to read the scripts, I went, "No, John, that's pretty stupid. Or pretty unrealistic. That doesn't make any sense. You get the ball rolling. You make sure things stay as chaotic as possible. Nobody needs to see you day in and day out." That was good. A few of us, like Brent and I, we've got a scene or two, maybe three, to work on in an episode, and we do as good a job as we can. We put a lot of effort into it. We're more on the tasty morsels side of the equation.

"I AM A CATALYST. I AM MOVING THE ACTION ALONG. I SEND THE REGULARS INTO A TIZZY, AND THEN THEY TRY TO WORK THEIR WAY OUT OF IT."

04 Q is not the only familiar face in *Picard* Season 2: Whoopi Goldberg is back as Guinan.

05 Picard and Q in "Encounter at Farpoint."

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Trek 101

THE BASICS OF *STAR TREK*

THE FEDERATION'S FIRST CENTURY

01

As *Star Trek: Strange New Worlds* gets underway, and Captain Pike leads his crew out to the final frontier, *Trek* 101 looks back along the timeline to chart the essential facts about the formation and first 100 years of the United Federation of Planets.

WORDS: JAY STOBIE

An Enterprising Endeavor

The 2151 launch of Captain Jonathan Archer's *Enterprise*, Starfleet's first warp-five vessel, heralded a new era of space exploration for humanity, but it also set in motion a chain of events that would lead to the birth of the United Federation of Planets. From their initial visit to the "strange new world" that would eventually be named Archer IV, to the conflict with the Xindi, the *Enterprise* crew encountered numerous species and made their presence felt throughout local space.

Bound by Babel

Having worked alongside Vulcans since 2063 and earned the respect of the Andorian Guard's Commander Shran, humanity served as an intermediary between the Vulcans, Andorians, and Tellarites prior to the Babel Conference in 2154. Uneasy with the "threat" of cooperation, the Romulan Star Empire covertly attempted to create discord between the factions, but the regime's interference had the unintended effect of prompting the group to work more closely together.

Conceiving a Coalition

The ongoing interaction between Earth and its neighbors ultimately led to another conference, this time on Earth in 2155, which set a goal for bringing these previously adversarial species into a new alliance. In addition to humans, Vulcans, Andorians, and Tellarites, the summit was attended by representatives from Denobula, Rigel, and Coridan. The discussion surrounding the creation of a Coalition of Planets set the stage for an even more ambitious venture in 2161.

02

Founding the Federation

Established in 2161, the United Federation of Planets was an interstellar government which united Earth, Vulcan, Tellar, Andoria, and Alpha Centauri through core values that included diplomacy, scientific research, peaceful exploration, and mutual defense. Starfleet, the organization's massive armada, played a major role in allowing the Federation to achieve ties with unfamiliar species, visit new worlds, and provide humanitarian relief across the galaxy.

A Primer on Pike

First portrayed by Jeffrey Hunter in original series pilot "The Cage" and the flashback scenes in "The Menagerie," then by Sean Kenney in the "present day" scenes in "The Menagerie," the character of Captain Christopher Pike later became synonymous with Anson Mount following the actor's performance in *Star Trek: Discovery*'s second season.

Trials on Talos IV

While carrying out the Federation's mission of exploration aboard the *U.S.S. Enterprise* in 2254, Christopher Pike visited Talos IV, a planet inhabited by the telepathic Talosian species and Vina, the sole survivor of a human starship. Imprisoned and deceived, Pike eventually escaped and made peace with the Talosians. The experience influenced Pike's decision to remain in Starfleet, and the captain's romantic feelings for Vina persisted for many years after the encounter.

Clash with the Klingons

War broke out between the Federation and the Klingon Empire in 2256, yet Captain Pike and the *Enterprise* were not recalled from their five-year exploratory mission. Despite Pike's status as a respected leader and the most decorated fighting captain in Starfleet, the Federation wanted Pike far away from the front lines so that the government's values would be preserved if the Klingons defeated Starfleet. Fortunately, peace was achieved and that desperate scenario never played out.

"WHEREVER OUR MISSION TAKES US, WE'LL TRY TO HAVE A LITTLE FUN ALONG THE WAY."

CAPTAIN PIKE

Dedicated to *Discovery*

Following the war, the Federation found itself concerned with a series of mysterious red signals and assigned Pike to investigate them while captaining the *U.S.S. Discovery*. The search for answers uncovered a plot by Control, Section 31's threat assessment system, to acquire data related to artificial intelligence so that it could attain sentience and wipe out all biological life in the galaxy. Pike's guidance proved instrumental in defeating Control, and he soon returned to his post on the *Enterprise*.

01 Captain Pike (Anson Mount) gazes at the final frontier.

02 The conference to form a Coalition of Planets at Starfleet Headquarters, Earth.

Fan Favorites

With *Star Trek* fans thrilled to see Pike, Spock, and Number One appear in *Discovery*, momentum began to build around the notion of a series focused on these characters as they explored the galaxy in the name of the Federation. The support was heard by the powers-that-be, and a May 2020 announcement revealed that the trio would indeed be getting their own show, titled *Star Trek: Strange New Worlds*.

The Captain's Crew

Scheduled for a May 5, 2022 premiere on Paramount+, *Strange New Worlds* features the return of Pike (Anson Mount), Spock (Ethan Peck), and Number One (Rebecca Romjin). The starship crew also includes Uhura (Celia Rose Gooding), Dr. M'Benga (Babs Olusanmokun), Christine Chapel (Jess Bush), La'an Noonien-Singh (Christina Chong), Erica Ortegas (Melissa Navia), and Hemmer (Bruce Horak). Set prior to Captain Kirk's voyages aboard the *Enterprise*, *Strange New Worlds* will shine new light on the Federation's golden age.

ALL THE JANEWAY!

Janeway is back... in more ways than one! Not only is Kate Mulgrew reprising her iconic *Star Trek: Voyager* role in animated sensation *Star Trek: Prodigy*, but in massively multiplayer online RPG *Star Trek Online* as well. So how does it feel for the actress to be portraying a holographic Captain Janeway, an animated Admiral Janeway, and a menacing Mirror Janeway all at once...?

WORDS: IAN SPELLING

Kate Mulgrew sounds positively... animated. Kathryn Janeway is back in Mulgrew's life in more ways than she ever could've imagined when *Star Trek: Voyager* faded to black in 2001, *Star Trek Nemesis* – in which she guest-starred – completed its theatrical run in 2002, and *Star Trek: The Experience* attraction *Borg Invasion 4D* – in which she appeared – opened to the public in 2004.

In early 2021, Mulgrew narrated the audiobook version of *The Autobiography of Kathryn Janeway: The History of the Captain Who Went Further Than Any Had Before*.

Later that year, Mulgrew began voicing Hologram Janeway, the holographic training advisor aboard the *U.S.S. Protostar*, on the Paramount+/Nickelodeon CG-animated series, *Star Trek: Prodigy*, the first *Trek* show developed specifically for kids (ages 6 to 11 years old). During the first half of *Prodigy*'s freshman season, viewers also met Captain Janeway, Vice Admiral Janeway, and even a hacked version of the character, all voiced by Mulgrew. And in January 2022, Mulgrew pulled off a surprise for *Trek* fans with the announcement that she's voicing Admiral Janeway and Mirror Janeway for *Shadow's Advance*, the latest season of *Star Trek Online*.

INFINITE POSSIBILITIES

"Let me tell you something," Mulgrew marvels. "From the moment I stepped onto that bridge 25 years ago, I knew that anything was possible. It has been! That's truly the legacy of *Star Trek*. Once you undertake a role like this, the captain of a starship, you're asking for wild, wonderful, and phenomenal experiences to befall you. And so, they have. It was not a terrific surprise that I was called to voice the character that I created. It was simply a great pleasure. I thought it would have been so disappointing had they given it to somebody else to imitate me, but they didn't. That's the wisdom of [Executive Producer] Alex Kurtzman. Smart guy."

That said, it wasn't a no-brainer.

"No, it wasn't actually," she notes. "I gave it some real consideration over quite a long period of time. But I was so enamored of Alex Kurtzman's approach and of his intelligence that I didn't consider too long. The reality is, nobody else could voice it but me, in order to make it an honest success. I think people will respond to the fact that it is Mulgrew's voice in the embodiment of Janeway, but I'm thrilled that he asked me, and I'm thrilled to be doing it. It's really been quite a happy and satisfying experience."

"ONCE YOU UNDERTAKE A ROLE LIKE THIS, YOU'RE ASKING FOR WILD, WONDERFUL, & PHENOMENAL EXPERIENCES TO BEFALL YOU."

KATE MULGREW

01

Holo Pursuits

Prodigy centers on five young characters – Dal R'El (Brett Gray), Rok-Tahk (Rylee Alazraqui), Jankom Pog (Jason Mantzoukas), Zero (Angus Imrie), and Murf (Dee Bradley Baker) – who start out imprisoned on Tars Lamora, a mining colony overseen by a powerful figure, the Diviner (John Noble). They discover a run-down Starfleet ship, the *U.S.S. Protostar*, hidden within the asteroid, and escape with more than a little help from the ship's holographic computer assistant, Janeway.

As the *Protostar* ventures into the great unknown to find Starfleet, its youthful crew learns about the Federation and its principles, encounters strange new life and civilizations, forms friendships amongst themselves, and maneuvers to stay a step ahead of the Diviner, who wants his protodrive back, and Drednok (Jimmi Simpson), the Diviner's menacing, spider-like enforcer. As the first half of Season 1 unfolds, Dal, Rok, Jankom, Zero, and Murf are joined by the Diviner's exceptional daughter, Gwyn (Ella Purnell).

"The beauty of [Hologram Janeway] is that, of course, she is pre-programmed – she's a hologram – but you don't guess that and it doesn't smack of that," Mulgrew explains. "The kids will not get that at all. The collaboration, the interplay, is very immediate, very palpable, very visceral. With her strong suit being humor – which is, as we all know, the one way to get a kid's attention – Janeway can really level with them in a way that makes them stop and smile, or not. Her innate command can be a little threatening to somebody like Dal, but when he listens, he grows and advances almost immediately. Kids will, too. That's what I think is going to happen here. It's going to be one of those very fast-developing things, a wonderful story for kids to want to watch and continue to watch."

01 Janeway in her holographic form in *Star Trek: Prodigy*.

Total Recall

Mulgrew begins to describe how Janeway came back to her "almost immediately," but then course corrects to stress that the character "never left me." As a result, when she sat in front of a microphone to record her dialogue for *Prodigy*, Janeway spilled out of her as if it were the 1990s and she was looping dialogue for an episode of *Voyager*.

"It's so deeply imprinted," Mulgrew says of Janeway. "She resides within. She never leaves, and she's never far. When the scripts were given to me, the booth was closed. Particularly being within the circumstances of the pandemic, I felt a real need, almost a calling, to just get her back, and to let her go. That's what happened. It was wonderful. Lovely."

Voice acting, Mulgrew notes is far easier – at least for her – than delivering a live-action performance. The toolkit, she points out, is defined. "Do you understand what I mean when I say that?" she asks rhetorically. "It's in front of you. You open it up, and you can choose five, six, ten, sometimes even more, gifts, talents, or skills. It is limited, because you're not moving. You're not inside of another dimension with another character. You're just with a microphone, and your imagination. The skill that is most important in voice acting is the discipline of the imagination and, of course, to match that with the voice. I've looked at a lot of animation and thought, 'I don't understand what that character is saying.' You have to be specific. Your diction has to be good. The breath control must be adequate

in order to impart the intention. It's important that you keep your eye on the ball, but again, I go back to, 'It's not nearly as tough as live action.'"

Prodigy Picks

The first half of *Prodigy*'s freshman season kicks off with a terrific two-parter, "Lost & Found," that lays the groundwork for the next eight episodes. Other highlights include "Kobayashi," in which Dal tries his hand at the iconic *Kobayashi Maru* test and interacts with a mind-blowing and franchise-spanning bridge crew of Uhura, Spock, Scotty, Dr. Crusher, and Odo; and the action-packed last pair of episodes, "A Moral Star, Parts 1 and 2," which whet fans' appetites for the show's next 10 episodes, which will debut later this year. Just three episodes into the show's run, Paramount+ and Nickelodeon announced that *Prodigy* had been renewed for a second season.

"*Prodigy* is a very satisfying, very rewarding project to be a part of," Mulgrew says. "Season 1 has been particularly exciting because it's allowed me to participate in bringing together three vital elements in attracting and inspiring children: animation, imagination, and history. At last, the under-15s have their own *Trek* space! Which isn't to suggest that parents should not invade that space, because I know they will." And what, exactly, does the actress hope kids will take away from their exposure to this bold new *Trek*? "Hope, the beauty of collaboration, and the gorgeous promise of imagination, which is something that we lose sometimes as we get older, but kids have an abundance [of]," she replies. "If it captures their collective imagination, which I'm going to guess it will, there could be an entirely new philosophical approach to *Star Trek* through the eyes of five-, six-, and seven-year-olds. [That'll be] something to see."

Switching briefly to *Shadow's Advance*, Mulgrew reports that she welcomed the opportunity to voice both Admiral Janeway and her Mirror Universe counterpart, Marshall Janeway, in *Star Trek Online*'s long-running MMO. Mulgrew isn't the only *Trek* luminary who goes to the dark side, as Mary Wiseman reprises her *Star Trek: Discovery* role as Captain Sylvia "Killy" Tilly, while *Star Trek: Deep Space Nine*'s Chase Masterson voices Admiral Leeta. "I tried a subtle but menacing tone with Mirror Janeway, as if Captain Janeway had had a very rough life," Mulgrew says. "I shape this person in my mind, and the voice follows."

An Actor with Character

After all these years, Mulgrew admits, there's a very thin line between Mulgrew and Janeway. In fact, she acknowledges that she's like Janeway in numerous ways in real life. "Of course I am, or they wouldn't have cast me as Janeway to begin with, because the camera does not lie," Mulgrew says. "You have to have certain commonalities, or it's just not going to work, strength of character being foremost among them. I have a strong personality, I have a strong will. The camera reveals that immediately about me. I have a pretty good sense of humor. I have a great intellectual curiosity. I am essentially unafraid. You take all of those and you simply enhance them to fit the character. It's a nuance here and a subtlety there.

"There are things Janeway had that Mulgrew never would, but that I loved and admired," she says. "For instance, her love of science and her knowledge of the universe and of space. Her courage, which was an altogether different kind of courage, I emulated. I love developing her. There's no way to explain this. A character like Janeway, who was so important, has to be embroidered beautifully or it simply will not stand together. The center will not hold. It took a season for me to really even understand what I was up against. It took two for me to begin to absorb that. Maybe it took even three before I was absolutely free to walk on that bridge and call it my own.

"I've never left it," Mulgrew concludes. "And I never will."

"*PRODIGY* HAS ALLOWED ME TO PARTICIPATE IN BRINGING TOGETHER THREE VITAL ELEMENTS IN ATTRACTING AND INSPIRING CHILDREN: ANIMATION, IMAGINATION, AND HISTORY."

KATE MULGREW

02 Character concept designs for Terran Marshall Janeway, one of two versions of Janeway that Mulgrew voices in *Star Trek Online: Shadow's Advance*.

THE Q CONTINUUM

A wise Vulcan once said, "Live long and prosper." We at *Star Trek Explorer* thought it'd be fun and informative to play a fill-in-the-blank game and ask an unparalleled array of *Star Trek* alumni – actors, producers, authors, a make-up maestro, directors, a costume designer, super-fans, a singer, and even a queen of a cat – to finish the sentence "Live long and..." without using the word "prosper." Over the course of several years, more than 120 people filled in that blank. These are their replies...

WORDS: IAN SPELLING

Finish the sentence, "Live long and..."

01 David Ajala, alias *Star Trek: Discovery*'s Cleveland "Book" Booker.

DAVID AJALA
Book, *Star Trek: Discovery*
"Live long and… dad, if I can make that a verb. I think that's my most important job. Or… book it!"

MARC ALAIMO
Dukat, *Star Trek: Deep Space Nine*
"…make lots of love."

IAN ALEXANDER
Gray, *Star Trek: Discovery*
"…thrive."

RYLEE ALAZRAQUI
Rok-Tahk, *Star Trek: Prodigy*
"…watch *Hannah Montana*."

VAUGHN ARMSTRONG
Forrest, *Star Trek: Enterprise*
"…love."

NOAH AVERBACH-KATZ
Ryn, *Star Trek: Discovery*
"...prepare for [*Trek* cons in] 2022, 2023, 2024 and beyond."

IRA STEVEN BEHR
Executive Producer, *Star Trek: Deep Space Nine*
"…wear a freaking mask!"

ROBERT BELTRAN
Chakotay, *Star Trek: Voyager*
"…praise the Lord."

RICK BERMAN
Executive Producer, *Star Trek: The Next Generation* era
"…keep watching *Star Trek*."

KIRSTEN BEYER
Supervising Producer, *Star Trek: Picard*
"…vote."

CASEY BIGGS
Damar, *Star Trek: Deep Space Nine*
"…drink Paso wine."

JOHN BILLINGSLEY
Phlox, *Star Trek: Enterprise*
"…spend your money wisely. Very wisely."

VICTOR BRANDT
Tongo Rad, *Star Trek*
"…eat more Catullan cuisine."

ISA BRIONES
Soji, *Star Trek: Picard*
"…smile."

JAYNE BROOK
Cornwell, *Star Trek: Discovery*
"…be kind."

SANTIAGO CABRERA
Rios, *Star Trek: Picard*
"…grow."

HANNAH CHEESMAN
Airiam, *Star Trek: Discovery*
"…eat cheese."

MARY CHIEFFO
L'Rell, *Star Trek: Discovery*
"…breathe."

TRACEE COCCO
Jae/stuntwoman, *Star Trek: The Next Generation*
"…love hard."

JEFFREY COMBS
Brunt/Weyoun, *Star Trek: Deep Space Nine*/Shran, *Star Trek: Enterprise*
"Live long and… boldly go."

EUGENE CORDERO
Rutherford, *Star Trek: Lower Decks*
"…and… continue to smile when you see the stars and moon."

02 John de Lancie as Q in *Star Trek: Picard*...

03 ...and Jason Isaacs as Captain Lorca in *Star Trek: Discovery*.

EMMY LOU CRAWFORD

Crew woman, *Star Trek*

"…love."

RONNY COX

Jellico, *Star Trek: The Next Generation*

"…wear a damn uniform!"

DAVID CRONENBERG

Kovich, *Star Trek: Discovery*

"…Live long and… enjoy it."

DENISE CROSBY

Yar, *Star Trek: The Next Generation*

"…be kind."

HANELLE CULPEPPER

Director, *Star Trek: Discovery*/*Star Trek: Picard*

"…be happy."

ROBIN CURTIS

Saavik, *Star Trek III: The Search for Spock*

"…respect nature."

MICHAEL DANTE

Maab, *Star Trek*

"…dream."

ROXANN DAWSON

Torres, *Star Trek: Voyager*

"…try everything at least once."

NICOLE DE BOER

Ezri Dax, *Star Trek: Deep Space Nine*

"…be kind to others, and to yourself."

JOHN DE LANCIE

Q, *Star Trek: The Next Generation*/*Star Trek: Picard*

"…be happy."

JONATHAN DEL ARCO

Hugh, *Star Trek: The Next Generation*/*Star Trek: Picard*

"Mine is R-rated! So, let's say… party."

BLU DEL BARRIO

Adira, *Star Trek: Discovery*

"Live long and… take bubble baths."

ELIZABETH DENNEHY

Shelby, *Star Trek: The Next Generation*

"…thrive."

TAMARA DEVERELL

Production Designer, *Star Trek: Discovery*

"…explore."

SAMANTHA EGGAR

Marie Picard, *Star Trek: The Next Generation*

"Live long… and share your toys. Or maybe, live long and… unite? Or how about, live long and… kindly."

EVAN EVAGORA

Elnor, *Star Trek: Picard*

"…aspire."

ODED FEHR

Vance, *Star Trek: Discovery*

"…get vaccinated, and be kind to others."

DAVID FRANKHAM

Marvick, *Star Trek*

"I will finish it with a phrase I like from my friend Gerald Fried, the *Star Trek* composer. He said, 'Live long and keep vertical!' I am 94 and have managed to keep vertical, so, so far, so good. But another option is something that Angela Lansbury has told me over the years… Live long and keep moving!"

03

MICHAEL JAN FRIEDMAN
Star Trek author
"Live long and... leave something behind."

DAVE GALANTER
Star Trek author
"...be well."

SANDY GIMPEL
Salt vampire, _Star Trek_
"...stay healthy."

AKIVA GOLDSMAN
Executive Producer, _Star Trek: Picard_/ _Star Trek: Strange New Worlds_
"...be happy."

GARY GRAHAM
Soval, _Star Trek: Enterprise_
"...kick as much ass as possible."

BRETT GRAY
R'El, _Star Trek: Prodigy_
"...eat food."

JULIANNE GROSSMAN
Voice of _U.S.S. Discovery_ computer, _Star Trek: Discovery_
"...have a great time. Or... eat ice cream!"

GRUDGE
Feline queen, _Star Trek: Discovery_ (via Executive Producer Jenny Lumet)
"...feed me."

MARTHA HACKETT
Seska, _Star Trek: Voyager_
"...love."

HANA HATAE
Molly O'Brien, _Star Trek: Deep Space Nine_
"...adopt a dog."

J. G. HERTZLER
Martok, _Star Trek: Deep Space Nine_
"...tell the truth."

ALDIS HODGE
Craft, _Star Trek: Short Treks_
"...flourish."

MICHELLE HURD
Raffi, _Star Trek: Picard_
"...love."

JASON ISAACS
Lorca, _Star Trek: Discovery_
"...perspire. If you're perspiring, it means you've worked hard, very hard."

PENNY JOHNSON JERALD
Kassidy Yates, _Star Trek: Deep Space Nine_
"...love."

DOMINIC KEATING
Reed, _Star Trek: Enterprise_
"...have a drink, darling. I know I do. And... be happy."

SEAN KENNEY
Pike, "The Menagerie"
"...imagine."

04 Tig Notaro as *Discovery*'s Reno...

05 ...Kenneth Mitchell as *Discovery*'s Kol...

06 ...and Kate Mulgrew as *Voyager*'s Janeway.

BARRY KELLY
Supervising Director, *Star Trek: Lower Decks*
"Without 'prosper'? I can't say 'prosper'? Live long and... just be cool, man. Yeah, be cool."

JANET KIDDER
Osyraa, *Star Trek: Discovery*
"...kick ass."

WALTER KOENIG
Chekov, *Star Trek*
"...help save the world. Or... Live long and... make it count."

ALEX KURTZMAN
Executive Producer, *Star Trek*
"...engage. Or maybe, live long and... hit it."

PATRICK KWOK-CHOON
Rhys, *Star Trek: Discovery*
"...be happy."

KURT LARSON
Lead singer, Information Society, whose "What's On Your Mind (Pure Energy)" samples *Star Trek*
"Live long, and do not merely prosper... flourish!"

DAVID LIVINGSTON
Supervising producer, *Star Trek: The Next Generation* era
"...love."

CIRROC LOFTON
Jake Sisko, *Star Trek: Deep Space Nine*
"...righteous. Live long and righteous."

STEPHEN MACHT
Krim, *Star Trek: Deep Space Nine*
"Live long and... discover that you're human. Make mistakes and, if you are truly a hero, you'll admit it and make reparations."

DAVID MACK
***Star Trek* author**
"...avoid the clap."

SONEQUA MARTIN-GREEN
Burnham, *Star Trek: Discovery*
"...love each other, always."

ATHENA MASSEY
Jessen, *Star Trek: Voyager*
"...be kind."

CHASE MASTERSON
Leeta, *Star Trek: Deep Space Nine*
"...do unto others as you'd have them do unto you."

UNA MCCORMACK
***Star Trek* author**
"...love."

GATES MCFADDEN
Dr. Crusher, *Star Trek: The Next Generation*
"...and enjoy the journey."

06

ROBERT DUNCAN MCNEILL
Paris, *Star Trek: Voyager*
"…brush your teeth."

JOHN JACKSON MILLER
***Star Trek* author**
"Live long and hit your deadlines. And one depends on the other, because as all writers know, missing them can shorten your lifespan!"

KENNETH MITCHELL
Kol/Tenavik/Aurellio, *Star Trek: Discovery*
"…keep caring about others."

SARA MITICH
Airiam/Nilsson, *Star Trek: Discovery*
"…be kind to people."

ANTHONY MONTGOMERY
Mayweather, *Star Trek: Enterprise*
"…take the time to tell the people you love that you love them."

RONALD B. MOORE
Visual effects supervisor, *Star Trek: The Next Generation* era
"…stay healthy."

RONALD D. MOORE
Co-executive Producer, *Star Trek: Deep Space Nine*
"Live long and… remember."

KATE MULGREW
Janeway, *Star Trek: Voyager*/ *Star Trek: Prodigy*
"…learn to love yourself. Even better, I would say, live long and… deeply."

NICHELLE NICHOLS
Uhura, *Star Trek*
"…love one another."

TIG NOTARO
Reno, *Star Trek: Discovery*
"…eat Vegan."

JERRY O'CONNELL
Ransom, *Star Trek: Lower Decks*
"...get dogs. As in, adopt dogs."

DENISE OKUDA
Scenic artist, *Star Trek: Deep Space Nine*/ *Star Trek: Enterprise*
"…hug your puppies."

MIKE OKUDA
Scenic art supervisor, *Star Trek: The Next Generation* era
"…get vaccinated, please."

OYIN OLADEJO
Owosekun, *Star Trek: Discovery*
"…laugh till you die."

ROBERT O'REILLY
Gowron, *Star Trek: Deep Space Nine*
"…vote. And my alternative answer would be, love passionately, like a Klingon!"

MICHELLE PARADISE
Executive Producer, *Star Trek: Discovery*
"…love."

07

07 William Shatner as Kirk in *Star Trek V: The Final Frontier*...

08 ...and Rebecca Romijn as Number One in *Star Trek: Short Treks*' "Q&A."

ETHAN PECK
Spock, *Star Trek: Strange New Worlds*
"...look out."

ETHAN PHILLIPS
Neelix, *Star Trek: Voyager*
"I don't know why anyone would change the word 'prosper.' It's pretty perfect. But if I really can't use 'prosper,' how about a synonym? Live long and... flourish. Or maybe... thrive. But it still means 'prosper.' Why would anyone change 'prosper'?"

ROBERT PICARDO
The Doctor, *Star Trek: Voyager*
"...vote."

ALISON PILL
Jurati, *Star Trek: Picard*
"...eat."

ELLA PURNELL
Gwyn, *Star Trek: Prodigy*
"Live long and... boogie, like dance."

ANTHONY RAPP
Stamets, *Star Trek: Discovery*
"...be authentic."

ANDREW ROBINSON
Garak, *Star Trek: Deep Space Nine*
"...have a good time."

REBECCA ROMIJN
Chin-Riley (Number One), *Star Trek: Strange New Worlds*
"...eat popcorn."

TARA ROSLING
T'Rina, *Star Trek: Discovery*
"...enjoy."

RONNIE ROWE
Bryce, *Star Trek: Discovery*
"...love. It's the first and, really, only thing that comes to mind."

TIM RUSS
Tuvok, *Star Trek: Voyager*
"Sorry, but I've got to stick with 'prosper.'"

JEFF RUSSO
Composer, *Star Trek: Discovery/ Star Trek: Picard*
"...rock on."

JERI RYAN
Seven of Nine, *Star Trek: Voyager/ Star Trek: Picard*
"...be happy. Life's too short not to be happy."

LYNN SALVATORI
Antonia, *Star Trek Generations*
"...share."

WILLIAM SHATNER
Kirk, *Star Trek*
"Live long and... live long!"

ARMIN SHIMERMAN
Quark, *Star Trek: Deep Space Nine*
"...educate."

MARINA SIRTIS
Troi, *Star Trek: The Next Generation*
"...laugh."

08

RICK STERNBACH
Senior illustrator, *Star Trek: The Next Generation* era
"…create."

ERIC STILLWELL
Script Coordinator/writer, *Star Trek: The Next Generation*
"…stay true to yourself."

KITTY SWINK
Rozahn/Luaran, *Star Trek: Deep Space Nine*
"…laugh."

GEORGE TAKEI
Sulu, *Star Trek*
"…in good health."

APRIL TATRO
Isis, *Star Trek*
"…enjoy yourself."

DAVID BENJAMIN TOMLINSON
Linus, *Star Trek: Discovery*
"…laugh."

HARRY TREADAWAY
Narek, *Star Trek: Picard*
"…be vegan."

BJO TRIMBLE
***Star Trek* super-fan**
"…love your enemies."

JOHN TRIMBLE
***Star Trek* super-fan**
"…go for it."

NIKKI TYLER-FLYNN
Erin Hansen, *Star Trek: Voyager*
"…do more. Be more. So you can give more."

NANA VISITOR
Kira, *Star Trek: Deep Space Nine*
"…I would say live long and… live peacefully. It seems to me that if you start there, everything else is gravy."

GARRETT WANG
Kim, *Star Trek: Voyager*
"…be healthy."

DAVID WARNER
Gorkon, *Star Trek VI: The Undiscovered Country*/ Madred, *Star Trek: The Next Generation*
"…be kind."

BEVERLY WASHBURN
Galway, *Star Trek*
"…be kind."

NOËL WELLS
Tendi, *Star Trek: Lower Decks*
"Live long and… party!"

ANNIE WERSCHING
Liana, *Star Trek: Enterprise*/ Borg Queen, *Star Trek: Picard*
"…flourish."

MICHAEL WESTMORE
Make-up Supervisor, *Star Trek: The Next Generation* era
"…enjoy."

WIL WHEATON
Wesley Crusher, *Star Trek: The Next Generation*
"…suck it."

RAINN WILSON
Mudd, *Star Trek: Discovery*
"…serve others."

MARY WISEMAN
Tilly, *Star Trek: Discovery*
"…feel your feelings."

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HOW TO RAISE A PRODIGY

Star Trek: Prodigy is a singular series in the annals of *Star Trek*: not just an animated show utilizing cinema-quality CGI, but the first *Trek* production aimed squarely at kids. Co-creators The Hageman Brothers and co-executive producer and director Ben Hibon give *Star Trek Explorer* the inside scoop on *Trek*'s bold new venture.

WORDS: IAN SPELLING

Star Trek has always been about Infinite Diversity in Infinite Combinations, and that often applies to those actually making the shows. Case in point: *Star Trek: Prodigy*, which brings together a unique trio of talents.

Kevin and Dan Hageman, collectively known as The Hageman Brothers, are the co-creators, co-showrunners, and co-executive producers of *Prodigy*. They've joined forces with award-winning director and producer Ben Hibon, who directs, co-executive produces, and serves as the show's creative lead. The Hageman Brothers, who hail from Portland, USA, count among their writing and producing credits such animated films and series as *Ninjago: Masters of Spinjitzu*, *Hotel Transylvania*, *The Lego Movie*, *Trollhunters: Tales of Arcadia* (which featured the voices of *Star Trek* veterans Ron Perlman, Kelsey Grammer, and the late Anton Yelchin), *Scary Stories to Tell in the Dark*, *The Croods: A New Age*, and *Trollhunters: Rise of the Titans*. Hibon was born in Geneva, Switzerland, and has worked as an animator, writer, producer, and director. His credits include shorts and video games, among them *Killer7*, *Codehunters*, *Heavenly Sword*, and *Tales of Runeterra: Demacia – Before Glory*, as well as the films *Mirror Mirror* and *Harry Potter and the Deathly Hallows: Part 1*, for which he created animated sequences.

Here, the three share their thoughts on creating an animated *Star Trek* show that kids can love and parents will appreciate, too; reveal their individual levels of *Trek* expertise; and sing the praises of Kate Mulgrew, who returns to the franchise fold to voice Hologram Janeway, the *U.S.S. Protostar*'s holographic

01

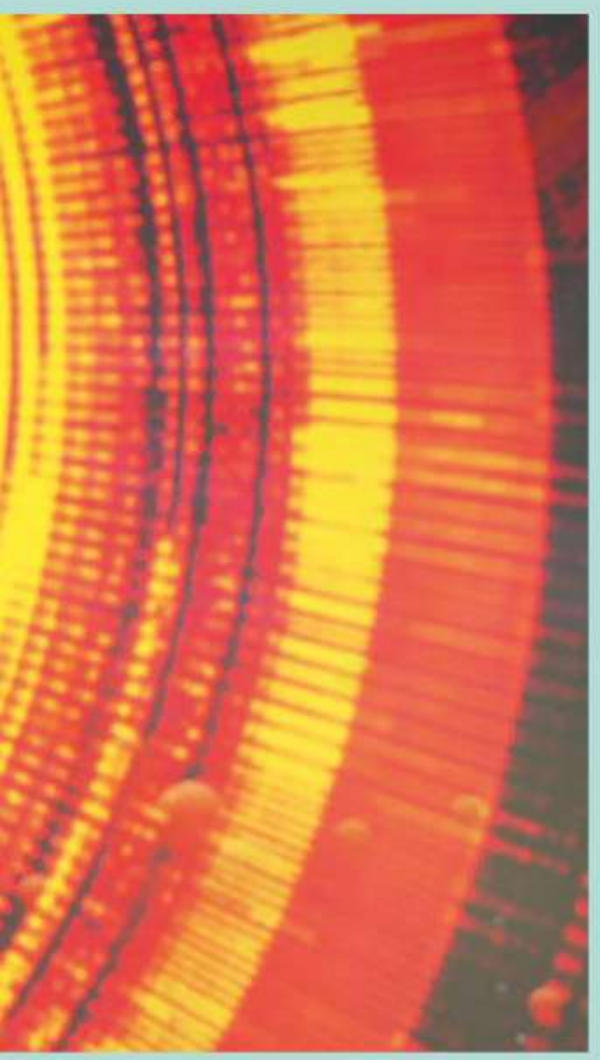
02

03

training advisor, who provides guidance and wisdom to the ship's young and impressionable ragtag crew, namely Dal R'El (Brett Gray), Jankom Pog (Jason Mantzoukas), Rok-Tahk (Rylee Alazraqui), Zero (Angus Imrie), Murf (Dee Bradley Baker), and Gwyn (Ella Purnell).

***Star Trek Explorer*: Dan, as you were writing the show, which characters in the series did you find resonated with you the most?**
Dan Hageman: I really connected with Dal, a guy who is brimming with confidence, but deep down there's crippling insecurities. And especially going into a *Star Trek* show, I felt like Dal.

Take us through the process and challenges of creating a *Star Trek* show that kids could love, but that parents would enjoy, too...
Kevin Hageman: For me, with the type of storytelling we like to do and what Ben has done so well in visualizing it, we always start with our hearts. [To create] a good story, you've got to have a real heart behind it. Those are the best stories. That's always where we start. I think adults and kids will react to that. They're going to respond. We all respond to hope and aspiration, right? Then, you get to layer in comedy that we hope is humorous. It's character-driven comedy, not just gags, that I think kids and adults will enjoy. Then [it's about] having thrilling adventures! That hopefully is going to raise all of our blood pressure a little bit.
Ben Hibon: I think also [it's about] opening up the conversation between the generations, parents



01 Voiced by John Noble, the Diviner is a ruthless tryant on the trail of the *U.S.S. Protostar*.

02 Spock meets his (temporary) end in *Star Trek II: The Wrath of Khan* – a formative influence on The Hageman Brothers.

03 Drednok, the Diviner's robotic enforcer, voiced in the show by Jimmi Simpson.

and kids. Having seen the challenges of these characters, kids [will relate] to what's happening on screen, [and] parents will be able to have that conversation, to explain or discuss. All of that is where *Trek* is at its best, and that's the bridge that I hope we can create; for people within families, friends, and generations of fans to talk about all these wonderful things that humans and aliens can be.

Regarding the visual style of *Prodigy*, what were your influences? And how much did previous *Star Trek* shows and movies influence you for this new show?

Ben Hibon: I think all of it. Honestly, this is a combination of us looking back, and looking at the wonderfully creative, richly textured world and universe that has been created in all of the different shows and in all of the different takes – [from] the plastic masks, to the CG ships, to all of this. It's just trying to figure ourselves out within all of these different takes and ideas. As you watch the show, and as you progress through [the *Protostar* crew's] adventure, we're bringing more and more of that classic *Trek* aesthetic, because we do interact or discover what *Trek* is about with the kids. It's a piecemeal, and we're just building that excitement and recognition throughout the show, throughout the season.

Kevin Hageman: Can I just add: Dan and I were on it before Ben, and so it was always just in our heads of what you think the show's going to look like. I love Pixar, but I think the Pixar-Disney animation model is 90 percent of the animation that's out there. Both Dan and I, we were so happily surprised to see what Ben was doing, where it just felt really fresh and original.

***Star Trek: Lower Decks* Executive Producer Mike McMahan is obviously a massive *Star Trek* fan, and every episode *of Lower Decks* is loaded with Easter eggs. For each of you, how deep is your love for *Star Trek*, and how has it evolved over doing the show?**

Dan Hageman: I think if you put us up against Mike McMahan, we would all lose in *Star Trek* knowledge.

Kevin Hageman: Yeah, that guy is a god, I swear. When you see his show, that's Mike. He is just constantly firing [away] and he knows every reason. Encyclopedia!

Dan Hageman: That doesn't take away [from the idea that] you can love *Star Trek* in many different ways. And, for us, when we were probably about seven – or [*talking to his brother*], I was seven and you were ten – I think it was around the time *Wrath of Khan* came out, and that blew our minds to see a main character in a beloved series die. I didn't know you could do that. That was even bigger than Bambi's mother getting shot, and that absolutely resonated. This world of space and this world of "How do we heal?" To us, that was the seed. And then, when we had this opportunity, we were like, "We want to bring that feeling. We want to bring that cinematic scope back," which I don't think has been done as much, except, I would say, *Discovery* for the television series.

Kevin Hageman: I would say I started off as a moderate *Trek*… not fan, but my amount of knowledge, right? But, definitely going in, we knew we couldn't screw this up. There's a lot of love and care put into it. As for how I've grown, I've been like, "OK, Paramount+, let's dive into all the series again." I love all the different series, but I [particularly] love the original series. If you asked what I like, I love the classic original series. It's so much fun.

Ben Hibon: For me, I'm a little bit like the crew of the *Protostar*. I've been learning along the way. I had some base or foundation of having seen a lot of *Trek* – different shows, different

> **"We don't want to be handcuffed to what's been done before because we want to blaze a new path."**
>
> DAN HAGEMAN

episodes, obviously the movies – but I'd never dove really deep into a specific series. Then, getting on the project, it was very much about, "Hey, guys, those guardrails. Do you have that?" I needed to make sure that was getting done, that Alex [Kurtzman] and all of the people that nurtured this beautiful IP were there to course correct. Guardrails! Just nurture all of that.

And it was beautiful, because I was able to lean into all of them and bring a perspective that knew some of the foundation of it, but didn't know everything about it. I have a slightly different take and a certain different point of view. Then, we can have that conversation: "What about this?" "What about that?" "Can we do this?" "No, we can't do this because of this." It's been really interesting and very organic, and I think very constructive in terms of these kids [the characters] and having this point of view of being completely fresh off the boat and just going, "We just don't know what the Federation is. Please tell us what it is." That's one of the core ideas of the show.

> "We're bringing more and more of that classic *Trek* aesthetic."
>
> **BEN HIBON**

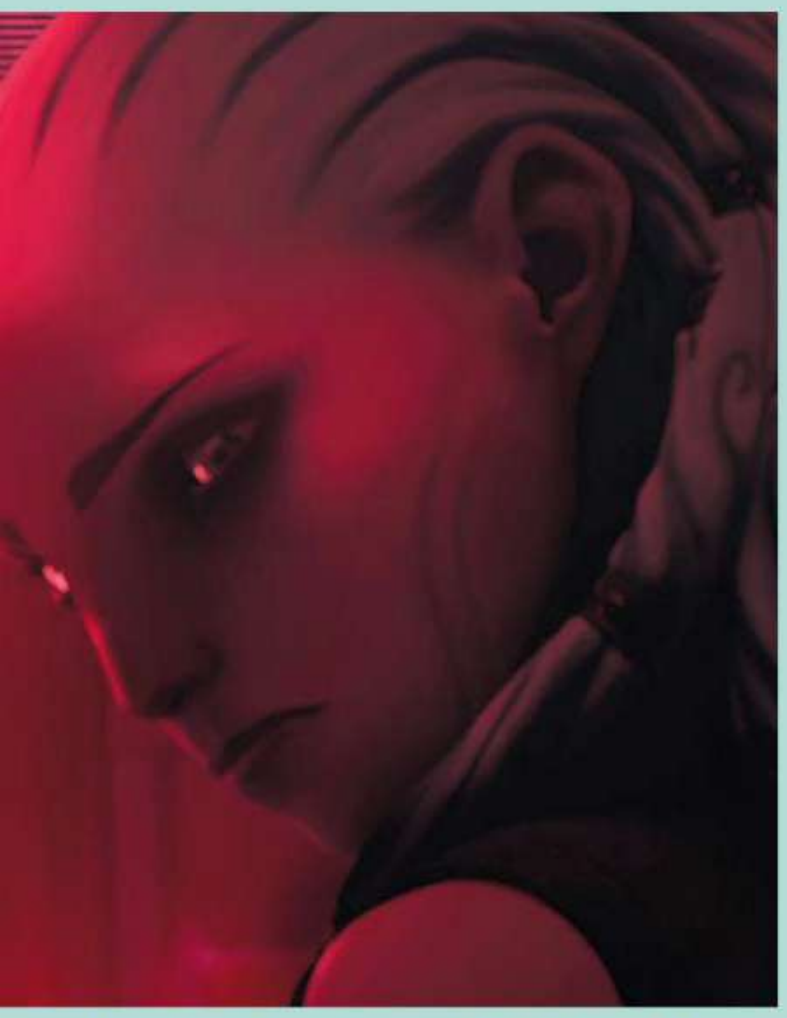
Dan Hageman: I just want to add, too, I love our crew because our crew feels like a good mix of *Star Trek* fanatics and then people who are just getting into *Star Trek* for the first time…
Kevin Hageman: Our crew? What are you saying?
Dan Hageman: Our show crew.
Kevin Hageman: I thought you were talking about our…
Dan Hageman: Our writers' room, our show crew. And it's great to have those conversations. We don't want to be handcuffed to what's been done before because we want to blaze a new path. But at the same time, we want to honor and respect everything that's come before this moment.

04 Gwyn and the Diviner – otherwise known as her father – in "A Moral Star, Part 1."

05 A spectacular view of Solum, homeworld of the Diviner and Gwyn.

04

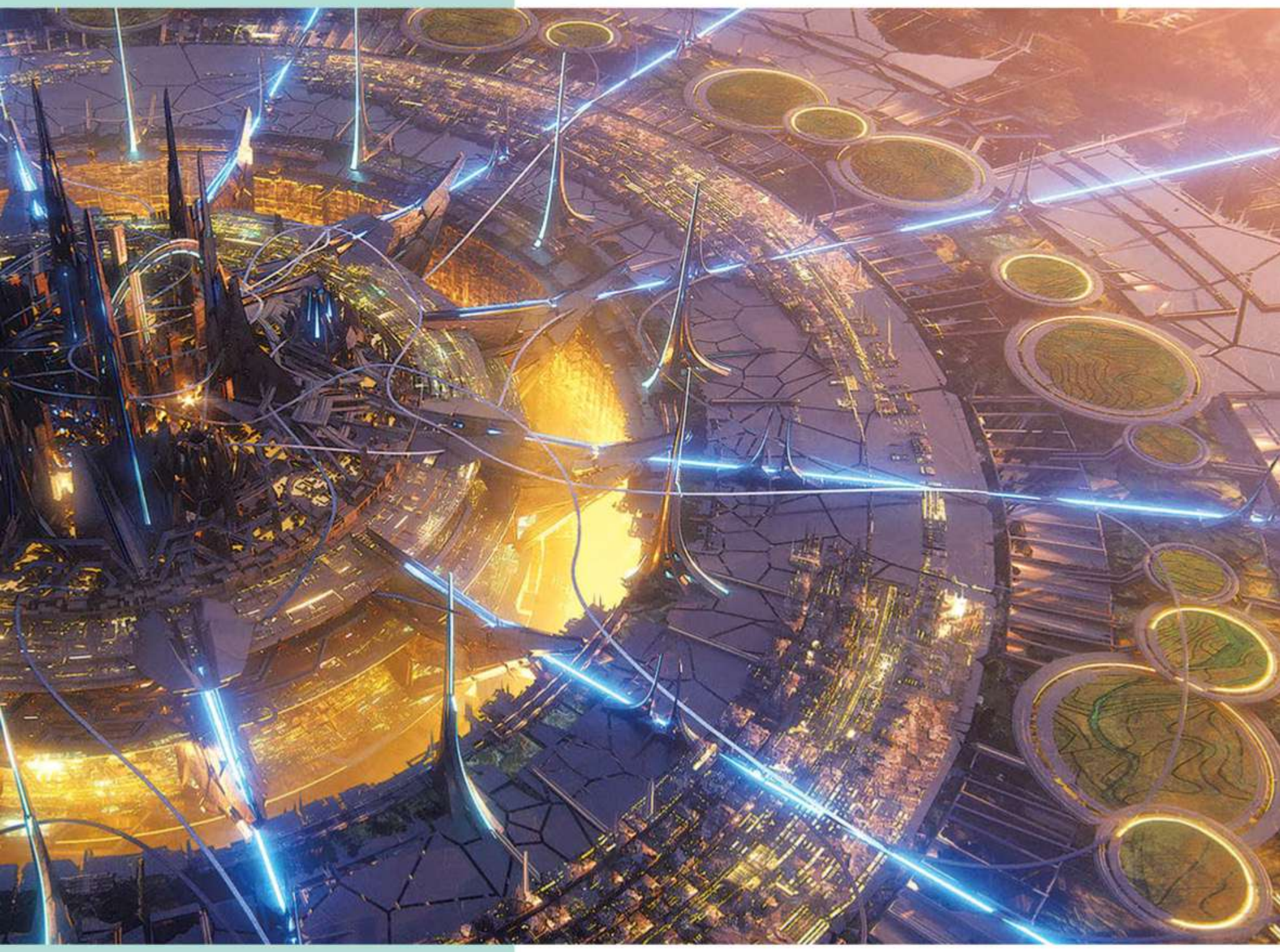
05



Ben, can you talk a bit more about why you choose to direct and executive produce this show in the first place?
Ben Hibon: The potential of the premise. The quality of the writing. The generosity. And the completion of these characters on the page, just to carve the arc. It is a show that has heart. It has the heart in the right place. The characters are fantastic. I want to be with them; I want to hang out with them; I want to go on an adventure with them. As a filmmaker and as a storyteller, when you read scripts for a show like this, it just jumps out of the page. You can't wait to tackle certain scenes or certain character moments. This was one of these projects. Knowing the density and the quality of the *Trek* mythology that came with it, and us being able to design a ship… Who says no to designing a ship?! All of those great things about *Prodigy* that we were able to do, it was a no-brainer.

How important was it to have Kate Mulgrew on board for *Prodigy*, and what did she add to the process?
Dan Hageman: Mulgrew is the best.
Kevin Hageman: Exactly. She is the real deal.
Ben Hibon: She is the true captain.
Kevin Hageman: When we first met her, we met her at a bar. She walks in and she's like, "What are we drinking boys?"

A Starfleet captain walks into a bar and...
Dan Hageman: Right!
Kevin Hageman: Yeah, she's a real dame.



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Inside Trek

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The greatest *Enterprise* moments revealed.

KHAN STRIKES BACK!
in an all-new tale.

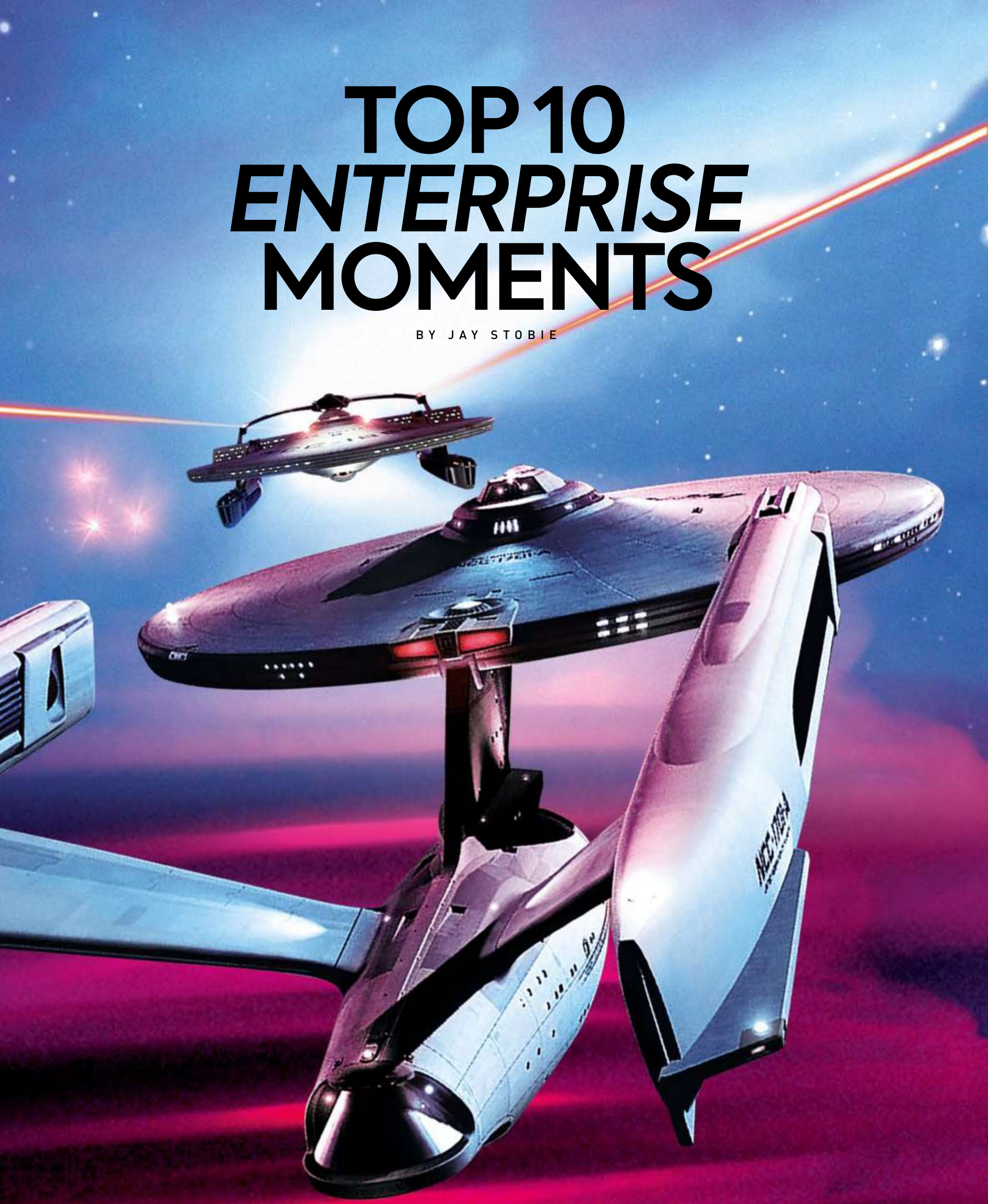
EARLY ENTERPRISES

SUPPLEMENTAL

FROM ARCHER TO KIRK...
The first voyages!

TOP 10 *ENTERPRISE* MOMENTS

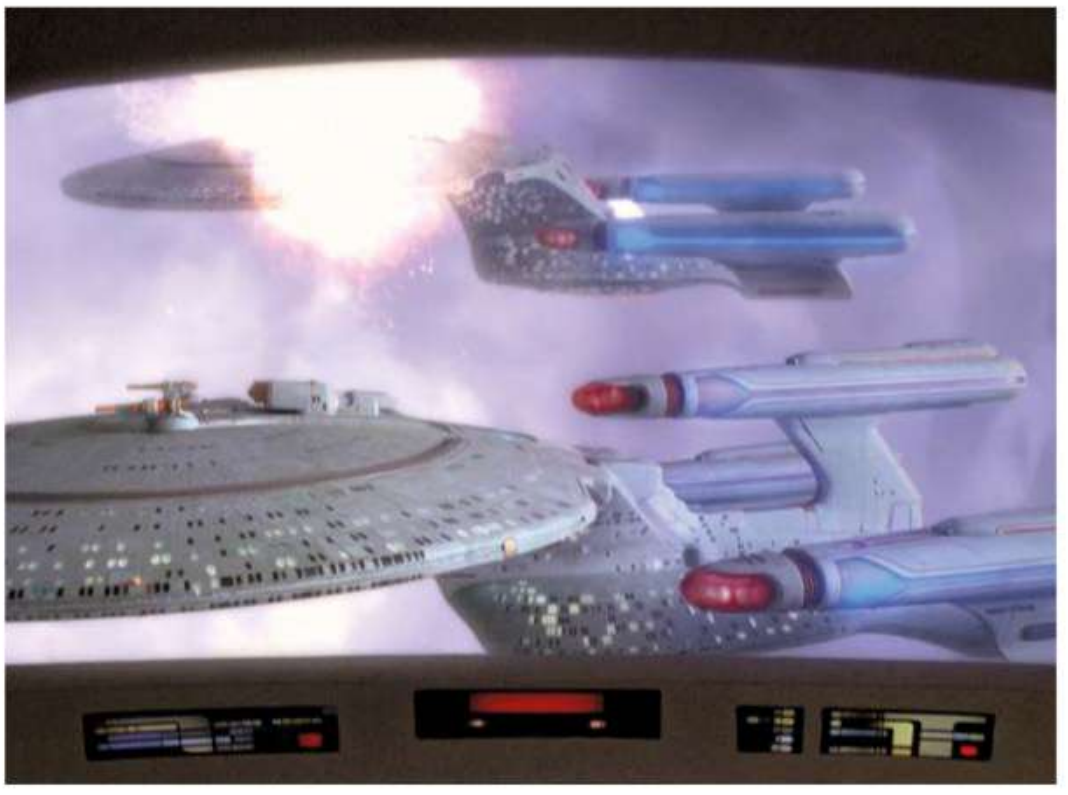
BY JAY STOBIE



10 STOPPING THE SPHERE-BUILDERS

STAR TREK: ENTERPRISE
"ZERO HOUR"

In addition to orchestrating a rift between humanity and the Xindi, the trans-dimensional Sphere-Builders planned to convert the Milky Way into an environment that would only be habitable for their own species. With Captain Jonathan Archer off attempting to stop the Xindi weapon, T'Pol took the *Enterprise* on a mission to destroy the spheres that had been gradually turning the Delphic Expanse into an anomaly-packed wasteland. The Starfleet crew successfully utilized the NX-01's deflector to eliminate one of the massive spheres, starting a chain reaction which disabled the entire network.



09 RIGHT ON 'Q'

STAR TREK: THE NEXT GENERATION
"ALL GOOD THINGS..."

What could be better than a single *U.S.S. Enterprise*-D? Three of them, of course! With Q sending Captain Jean-Luc Picard on a jaunt between the past, present, and future iterations of the Federation flagship, Picard needed to coordinate the *Enterprise* crews from three separate eras to solve the mystery of an anomaly that somehow grew in intensity as it traveled back in time. Upon realizing the anomaly was an anti-time eruption, each *Enterprise*-D initiated a warp shell to quell the rift. The vessels were destroyed in the process, but their efforts prevailed and restored the timeline.

08 INTO THE MAW

STAR TREK: THE ORIGINAL SERIES
"THE DOOMSDAY MACHINE"

With a planet-killing weapon on the loose, Captain James T. Kirk and the *U.S.S. Enterprise* crew became determined to stop the alien vessel's rampage before it could strike at the heart of the galaxy's most populated sectors. Attacks from the *Enterprise* proved futile, so Commodore Matt Decker tried to jam up the mechanism with a suicidal flight into the ship's gaping maw. Decker's shuttle proved insufficient, but it inspired Kirk to employ the same tactic with the heavily-damaged *U.S.S. Constellation*. The plan was fruitful, and the *Enterprise* managed to beam Kirk out just before the *Constellation* was engulfed.

07 CRAFTING A COALITION

STAR TREK: ENTERPRISE
"UNITED"

Feeling threatened by the potential for peace between its neighbors, the Romulan Star Empire set out to drive a wedge between humans, Vulcans, Andorians, and Tellarites. Unfortunately for the Romulans, Captain Archer and the NX-01 became a uniting force that organized these local powers into a combined fleet dedicated to tracking down the starship the Romulans had dispatched to plague local space. By helping previously hostile species, particularly the Andorians and Tellarites, learn to set aside their differences, Archer and *Enterprise* set in motion the events that eventually led to the creation of the United Federation of Planets.

INTERCEPTING V'GER

06

STAR TREK: THE MOTION PICTURE

With a mysterious cloud only days from Earth, Admiral Kirk guided the newly refitted *U.S.S. Enterprise* on a perilous intercept course. The vessel known as *V'ger* intended to devastate Earth if it could not get in touch with its creator, so the admiral devised a clever ploy that yielded a shocking truth: *V'ger* had begun its existence as an old NASA satellite. Captain Decker offered to join with the artificial intelligence, giving *V'ger* the opportunity to ascend and explore an even higher existence.

05 ROMULAN RENDEZVOUS

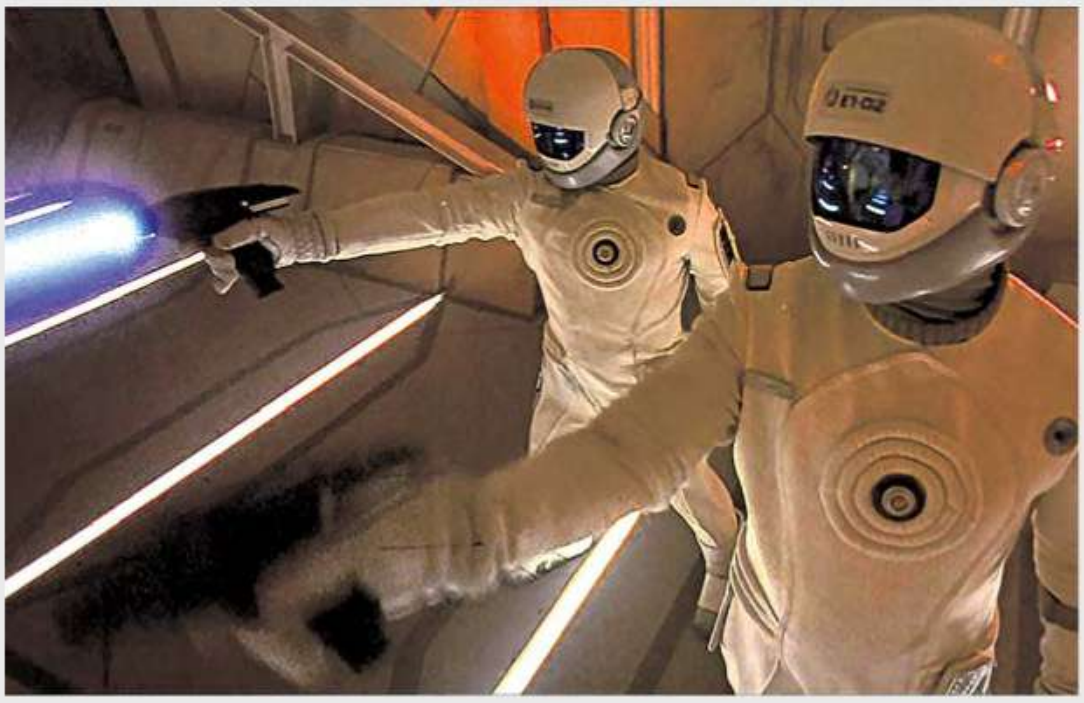
STAR TREK: (2009)

Having already eliminated Vulcan in the Kelvin Timeline, Captain Nero and the Romulan starship *Narada* sought to sentence Earth to the same dismal fate. Luckily, a young James T. Kirk assumed the center seat and brought the *U.S.S. Enterprise* to his homeworld's defense. Once Kirk and Spock retrieved Christopher Pike from Nero's clutches, the *Enterprise* swooped in to complete the rescue and put a stop to the *Narada* for good.

04 THE CLASH WITH CONTROL

STAR TREK: DISCOVERY
"SUCH SWEET SORROW, PART 2"

In search of the Sphere data which would allow it to become sentient and wipe out all intelligent life throughout the galaxy, Control dispatched a fleet to face off against Captain Pike's *U.S.S. Enterprise* and the *U.S.S. Discovery* near Xahea. With an armada of former Section 31 ships and the reanimated body of Captain Leland, Control initiated a devastating barrage on the two Starfleet vessels. Under Pike's leadership, *Enterprise* and *Discovery* held the line long enough for Emperor Georgiou to kill Leland and Michael Burnham to send *Disco* and the Sphere data into the distant future.



03 PRESERVING THE PEACE

STAR TREK VI: THE UNDISCOVERED COUNTRY

Upon learning that subversive elements within the Federation, Klingon, and Romulan delegations intended to derail the Khitomer Conference, Captain Kirk and the *U.S.S. Enterprise*-A rushed to salvage the peace talks. Accompanied by Captain Sulu's *U.S.S. Excelsior*, the *Enterprise*-A bested General Chang's cloaked Klingon *Bird-of-Prey* and halted an assassination attempt on the Federation president. This interstellar meeting ultimately resulted in the Khitomer Accords, which ended hostilities between the Klingons and the Federation.

HISTORY NEVER FORGETS

02 *STAR TREK: THE NEXT GENERATION "YESTERDAY'S ENTERPRISE"*

As Captain Rachel Garrett's *U.S.S. Enterprise*-C defended a Klingon colony from the Romulans, the fierce volleys opened a rift that sent Garrett's starship into the future. This leap altered the timeline, where the *Enterprise*-C encountered a version of the *Enterprise*-D that was embroiled in a desperate war against the Klingons. In order to prevent this conflict, the *Enterprise*-C needed to embark on a suicide mission by returning to its own time. Captain Picard's *Enterprise*-D valiantly supplied the covering fire that permitted its predecessor to sacrifice itself and correct the timeline.

01 IT'S THE *ENTERPRISE*!

STAR TREK: FIRST CONTACT

When the Borg Collective launched its second invasion of Sector 001, the Federation unleashed a fleet of starships to defend Earth. However, due to Captain Picard's history with the Borg, the admiralty held the *U.S.S. Enterprise*-E out of the fight. As Starfleet's losses continued to mount, Picard made the bold decision to join the fray, arriving just in time to save the *U.S.S. Defiant*. Under Picard's direction, the armada targeted a vulnerable area on the Borg cube with all the might it could muster. The Borg vessel exploded, preventing the Collective from assimilating Earth and significantly weakening the Federation.

INSIDE THE *ENTERPRISE*:

FROM ARCHER TO KIRK

BY JAY STOBIE

From Captain Jonathan Archer's first mission aboard the NX-01 to Captain James T. Kirk's visit to the *U.S.S. Enterprise*-B during its maiden voyage, the name *Enterprise* made its presence felt throughout the galaxy and became synonymous with historic missions and heroic deeds.

THE LONG ROAD

As United Earth Starfleet's first starship capable of reaching Warp 5, the NX-class *Enterprise* (NX-01) left spacedock under Captain Jonathan Archer's command in 2151. The vessel left an immediate impression on interstellar affairs when it prevented the Suliban from inciting a Klingon civil war. *Enterprise* continued to make history with every lightyear, initiating first contact with species that included the Andorians, Tandarans, Coridanites, and Tholians, before being recalled to Earth following the Xindi attack in early 2153.

The conflict with the Xindi sent *Enterprise* on a nearly year-long mission to halt the construction of a weapon capable of destroying its homeworld. Captain Archer's crew prevailed, enduring isolation and harrowing anomalies on its way to establishing relations with the Xindi and exposing the Sphere-Builders as the masterminds behind the hostilities. Prior to returning home, the agent known as Crewman Daniels temporarily dispatched *Enterprise* to an alternate 1944 as a means of putting an end to the Temporal Cold War.

In 2154, the NX-01 bolstered its legacy with a series of impactful adventures that saw the starship stop a group of Augments from igniting a war between Earth and Qo'noS, uncover a conspiracy that led to significant reforms on Vulcan, and halted Klingon experiments with Augment DNA. Perhaps most importantly, Archer spearheaded the easing of tensions between the Vulcans, Andorians, and Tellarites, paving the way for increased cooperation among the species.

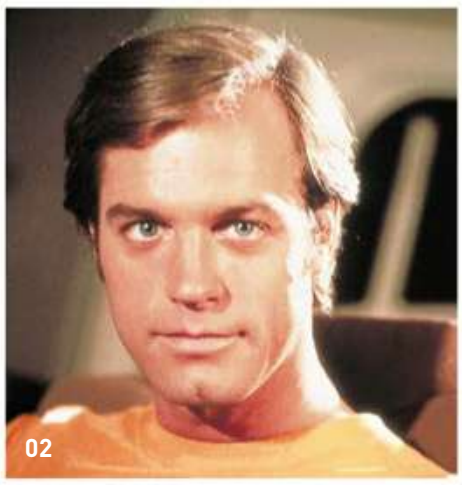
Enterprise solidified its place in history when it transported Captain Archer to sign the charter that created the Coalition of Planets, the alliance that served as a predecessor to the United Federation of Planets. After this final hurrah in 2161, the NX-01 was decommissioned and placed in a museum.

STRANGE NEW WORLDS

The Federation commissioned the NX-01's successor, the *Constitution*-class *U.S.S. Enterprise*, in 2245. Captained by Robert April for approximately five years, command of the *Enterprise* was eventually transferred to Christopher Pike in 2250. During a visit to the Talos star system in 2254, Pike fell in love with Vina, the lone survivor of a crashed ship whose injuries had been repaired by the Talosians.

As the Federation-Klingon War raged from 2256 to 2257, the heavy cruiser was kept out of the fight and never recalled from its deep space exploratory mission. Pike later learned that this was by design, as Starfleet hoped the *Enterprise* would keep

01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the spirit of the Federation alive if the Klingons had ended up prevailing. With hostilities concluded, the admiralty assigned *Enterprise* to investigate strange red bursts that appeared throughout the galaxy. Unexplained systems failures aboard the *Enterprise* caused Pike to temporarily transfer his command to the *U.S.S. Discovery*.

Pike's tenure aboard *Discovery* resulted in the revelation that Control, Starfleet's threat assessment system, sought to rid the galaxy of sentient life. Joined by the recently repaired *Enterprise*, Pike and *Discovery* fought a brutal battle against Control's automated Section 31 fleet. Captain Pike returned to the *Enterprise*'s center seat once Control had been vanquished.

TO BOLDLY GO

Captain James T. Kirk inherited the *U.S.S. Enterprise* in 2265, just as the *Constitution*-class vessel set out on another long voyage of exploration. An early mission involved seeking out a distress call at the galactic barrier, an encounter which granted Gary Mitchell telekinetic powers but nearly crippled the *Enterprise*. Three years later, having been boarded by Kelvans from the Andromeda Galaxy, the starship successfully traversed the barrier and actually left the Milky Way for a brief period.

01 Admiral Robert April as seen in *Star Trek: Strange New Worlds*.

02 Commander Will Decker.

03 The ill-fated former Enterprise captain, Christopher Pike.

04 The Kelvin-timeline *Enterprise* is decimated by swarm ships.

05 The *Enterprise* approaches the mysterious Nexus.

Another significant first for the *Enterprise* focused on what became known as the slingshot maneuver, a tactic that permitted the vessel to travel through time by warping around a star at close proximity. During a temporal expedition to mid-20th century Earth, Kirk's crew met Gary Seven, a human whose ancestors had been recruited by advanced beings to serve as supervisors throughout the galaxy.

Of course, the *Enterprise* did not need to leap across time to meet interesting alien societies. From the non-corporeal Organians and the silicon-based Horta to a giant single-cell organism and the derelict *Botany Bay* that carried Khan Noonien Singh and his Augment followers, Kirk's starship proved to be at the forefront of the Federation's exploratory efforts. In addition to numerous run-ins with old foes such as the Klingons and Romulans, the *Enterprise* also came into conflict with the Gorn and Tholians, as well as a giant planet-killing machine and the destructive *Nomad* probe.

Once the *Enterprise* completed its five-year mission, it underwent an 18-month long refit in the early 2270s. Just as the revamped vessel prepared to launch under Captain Will Decker, the emergence of the threat posed by the *V'ger* cloud prompted Starfleet to give the ship back to Admiral Kirk. By 2285, Spock operated the *Enterprise* as a training vessel, but the former science officer gave the captain's chair to Kirk when Khan Noonien Singh stole the Genesis Device. Kirk bested Khan, but the battle cost Spock his life.

Upon returning to spacedock and learning that the *Enterprise* would be decommissioned, Kirk and his senior officers hijacked their own starship to warp to the Genesis planet on an unsanctioned mission to reunite Spock's body with his *katra*. An unexpected battle with a Klingon *Bird-of-Prey* ensued, forcing Kirk to initiate the self-destruct sequence and sacrifice the legendary starship in order to give his crew a fighting chance to save Spock. As was often the case, Kirk's gamble paid off.

AN EXPERIENCED CREW

In the wake of Spock's resurrection, Admiral Kirk and company utilized their captured *Bird-of-Prey* to take a detour to 1986 and retrieve a pair of

THE KELVIN ENTERPRISE

In the alternate reality created by the Romulan vessel *Narada*'s temporal incursion, the *U.S.S. Enterprise* was launched as the Federation's new flagship in 2258. Initially commanded by Christopher Pike, the *Enterprise* survived an ambush the *Narada* sprung above Vulcan, though it was unable to save the planet from Nero's wrath. Having assumed the captain's chair after Pike's capture, James T. Kirk united the crew and foiled Nero's plan to destroy Earth.

In 2259, Kirk and the *Enterprise* covertly traveled to Qo'noS to capture a terrorist who turned out to be the 20th century tyrant, Khan Noonien Singh. This mission coincided with the realization that Admiral Marcus had recruited Khan into Section 31 and hoped to start a war with the Klingons. After overcoming those opponents, *Enterprise* left on a five-year exploratory voyage.

The *Enterprise* met a grim fate above Altamid, where swarm ships controlled by Krall decimated the starship and caused its saucer section to crash on the planet in 2263. Upon defeating Krall, Captain Kirk was given command of the *U.S.S. Enterprise*-A, a vessel which had been under construction at Starbase Yorktown.

humpback whales, an excursion which saved Earth from an enigmatic probe and enabled the Federation to repopulate the species in the 23rd century. However, as punishment for stealing the *Enterprise*, Kirk was demoted to captain upon his return to 2286 and given command of a brand-new *Constitution*-class ship that was commissioned as the *U.S.S. Enterprise*-A.

The *Enterprise*-A's initial mission involved rescuing a several ambassadors on Nimbus III, but the excursion went sideways and Spock's half-brother Sybok hijacked the vessel in order to penetrate the Great Barrier and search the galaxy's core for the paradise known as Sha Ka Ree. In 2293, the starship played a pivotal role in diffusing tensions between the Federation and Klingon Empire when it unearthed a plot to derail the Khitomer Conference. Unlike its predecessor, the *Enterprise*-A's service in Starfleet did not last for decades, as Kirk learned that the ship was set to be decommissioned upon departing Khitomer.

KIRK'S FINAL VOYAGE

Starfleet did not wait long to reveal the *Excelsior*-class *U.S.S. Enterprise*-B, enlisting Captain Kirk to inspect the vessel and accompany it on what amounted to a short press tour in 2293. Commanded by Captain John Harriman, the *Enterprise*-B soon found itself in peril when it answered a distress call from two refugee ships that were trapped in an energy ribbon. Despite not being prepared for such a mission, the *Enterprise*-B managed to transport some of the passengers to safety, aided by some much needed heroics from Captain Kirk.

Regrettably, an energy discharge from what Starfleet eventually nicknamed "the Nexus" struck the *Enterprise*-B near Kirk's location. While Kirk achieved his goal of thwarting the Nexus from swallowing the Federation starship, the energy ribbon tore through the hull and exposed the deck Kirk was on to open space. No remains were found, and the seemingly immortal James T. Kirk was listed as killed in action. In reality, the captain's consciousness had been captured by the Nexus, living on and trapped within the energy ribbon… at least for a time.

05

A STAR TREK: THE ORIGINAL SERIES STORY

The Way To Exile

STORY: GREG COX
ILLUSTRATION: LOUIE DE MARTINIS

"He's asking to see you, Captain."

"Very well." Kirk replied via the intercom on his armrest. "I'm on my way." He rose from the captain's chair and headed for the turbolift. "Mister Spock, you have the bridge."

The turbolift brought him quickly to the ship's brig, where Khan Noonien Singh waited behind a force field set to maximum strength. The one-time ruler of more than quarter of Earth's population, now clad in a plain red jumpsuit, was enjoying a monitored visit with Lieutenant Marla McGivers, the disgraced Starfleet officer who had elected to follow Khan into exile following his short-lived takeover of the *Enterprise.* They both looked up as Kirk approached.

"Ah, Captain," Khan said grandly, as though welcoming a guest rather greeting his jailor. He rose from the bench he had been sitting on with McGivers. "How good of you to join us."

"Khan," Kirk acknowledged him tersely. He nodded at a pair of stone-faced security officers, who drew their type-2 phaser pistols before deactivating the force field long enough for McGivers to exit the cell. A third officer waited to escort McGivers back to her quarters, where she was currently confined until the *Enterprise* reached its destination: an uninhabited planet in the Ceti Alpha system.

"Captain," she said, their encounters still awkward after her betrayal. "Thank you again for allowing me to record Khan's memories of 20th-century Earth for posterity. Makes me feel like I'm still the ship's historian, for the time being."

"You're welcome, Lieutenant." He did her the courtesy of using her rank, although it could be argued she'd lost that privilege after throwing her lot in with Khan and his fellow Augments; that term, Kirk had learned, was what genetically-engineered superhumans like Khan had once been called. "No doubt Federation scholars will find these interviews of value, even allowing for Khan's arguably skewed perspective."

She glanced at the looming security officers. "I don't suppose Khan and I could have a bit more . . . privacy?"

Kirk shook his head. He couldn't risk allowing Khan and McGivers to conspire unobserved. "You'll have privacy enough when we arrive at Ceti Alpha V, assuming you still intend to accompany Khan and his party there."

"I've made up my mind, Captain."

She departed with her escort and Kirk stepped up to the edge of Khan's cell. Only the invisible force field separated him from the vanquished conqueror, who had already demonstrated that locked doors were not enough to contain him.

"You asked to see me?" Kirk said, all business.

"It is about my people. I should like to visit them in person, to check on their condition and perhaps rally their spirits. As a leader, you surely appreciate the importance of maintaining morale."

At present, Khan's followers were confined to a force-shielded cargo bay temporarily repurposed to serve as a secure holding facility large enough to house seventy-plus survivors of Earth's long-ago Eugenics Wars. Forty-two men and thirty women, to be exact.

"The last time you rallied your troops," Kirk reminded Khan, "you took over my ship and nearly killed me. You'll forgive me if I'm not in a hurry to let you incite another insurrection."

For better or for worse, Ceti Alpha V lay in a remote sector of space, far off the beaten path of any known starfaring civilizations, so the *Enterprise* was still days away from dropping off Khan and his confederates. In theory, the planet's extreme isolation would protect the rest of the galaxy from Khan's ambitions, but in the meantime Kirk still had dozens of disgruntled Augments on his hands, along with their imperious leader.

"I see." Khan frowned. "If not in person then, perhaps via a closed-circuit monitor?"

"Sorry. Your people are being well cared for, I assure you, but they're going to have to do without your leadership for the duration." Kirk stepped away from the cell. "If there's anything else?"

"No, Captain. You've made your position quite clear."

Energy flared and crackled as Khan tested the force field with his fingertips. The guards tensed, drawing their sidearms once more, but the field held and Khan withdrew to his cot, where he resumed reading a hardcover edition of *Paradise Lost.* Kirk got the distinct impression he was being dismissed.

He turned his back on Khan, not without a certain uneasiness.

The sooner they reached Ceti Alpha V, the better.

* * *

"Are we sure this so-called medical emergency is for real?" Doctor McCoy asked as he was led into the makeshift prison in the cargo bay, accompanied by a full complement of armed security personnel. "I wasn't born yesterday, you know."

"Me either." Lieutenant Commander Giotto watched intently as his security team herded the captive Augments over to the far side of the spacious compartment, away from their supposedly stricken comrade. "But what do I know about diagnosing three-hundred-year-old super-people from the past?"

He had a point, McCoy conceded. Physicals conducted in the wake of the Augments' defeat had indicated that they were all in good health – exceptionally so, in fact. Then again, they had all just spent centuries in suspended animation. Who knew what delayed reactions they might experience?

Moving as briskly as caution allowed, McCoy and his bodyguards navigated orderly rows of cots, tables, and other furnishings to reach a male Augment lying motionless on a cot beneath a reflective thermal blanket. A solitary woman – Ling, McCoy believed her name was –watched anxiously over the man.

"He kept saying he was cold, that he felt like he was freezing. I told him to take a nap . . . and now we can't wake him up!"

McCoy exchanged a worried look with Giotto. Was this indeed a result of the man's long hibernation aboard the *Botany Bay*?

"Back away from him, please," the security officer instructed. "Let the doctor look him over."

According to Giotto, a guard had already prudently handcuffed the patient's hands together. Drawing nearer, McCoy recognized the seemingly unconscious figure as Joaquin, Khan's brutal henchman, who had once slapped Uhura when she'd refused to take orders from Khan. Lingering outrage on her behalf tested McCoy's Hippocratic Oath, but a doctor couldn't always choose his patients. He shoved his personal feelings toward the man aside to pass a handheld medical scanner over the Augment's hefty form. The device whirred mechanically.

"Hmm. I'm not detecting any obvious causes for concern. How long has he been--?"

"For Khan!"

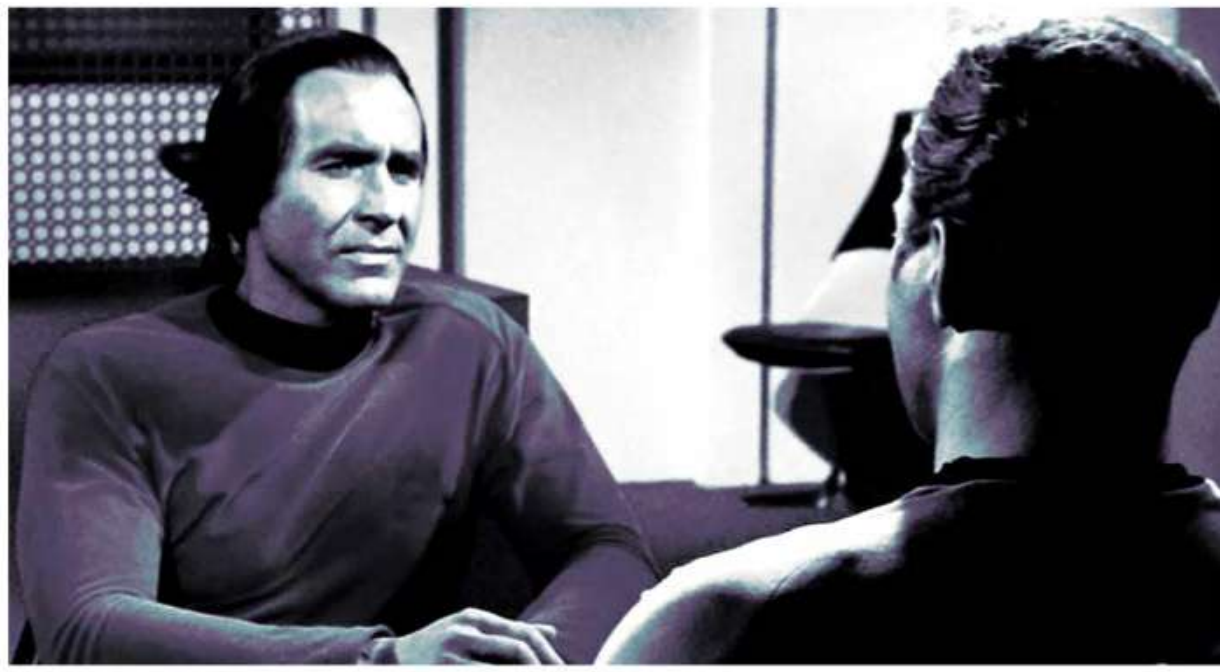
Without warning, Ling took a running leap that sent her hurling over the recumbent patient toward McCoy's bodyguards. Sizzling phaser beams stunned her in mid-air but sheer momentum carried her into the security team, momentarily disrupting their watch over McCoy.

"What the..?" the doctor blurted.

Joaquin's eyes snapped open. With breathtaking speed and strength, he took advantage of the distraction to break his restraints and throw aside the blanket. A powerful hand gripped McCoy's throat before the doctor – or his guards – even realized what was happening.

"Nobody move!" Joaquin growled. "Or I'll crush his neck in a heartbeat!"

"THE LAST TIME YOU RALLIED YOUR TROOPS," KIRK REMINDED KHAN, "YOU TOOK OVER MY SHIP AND NEARLY KILLED ME."



He wasn't exaggerating, McCoy knew. The scanner clattered to the floor as McCoy tried in vain to pry steel-like fingers away from his throat. He might have just as well have attempted to break free of a magnetic vise.

Damn it, he thought. *I was afraid of this.*

"Let him go!" Giotto demanded, moments too late. A half-dozen phasers suddenly targeted Joaquin, while additional officers tensely watched the other Augments in case they tried to rush the outnumbered security team. "Release him at once."

Could the phasers stun Joaquin fast enough to stop him from killing his hostage in an instant? Would the Augment's fist crush McCoy's cervical vertebrae the minute a beam jolted his nervous system? McCoy had to assume Giotto was asking himself those questions right now – and maybe not liking the answers.

"Lower your weapons." Joaquin glowered at Giotto, ignoring the officer's commands. Keeping a tight grip on McCoy's neck, the beefy Augment rose to his feet, using the doctor as a human shield. "And no tricks this time. One whiff of knock-out gas and your doctor is a corpse."

Déjà vu afflicted McCoy as he recalled Khan holding a knife to his throat not too long ago.

"What is it with you people and threatening your doctors?" he croaked, despite the alarming pressure on his throat. "Superior beings my foot!"

"Quiet." Joaquin squeezed tighter. "I'm doing the talking now."

Giotto held his fire. "What do you want?"

"Khan. And then this ship."

* * *

"I need you to tell your people to stand down," Kirk told Khan. "For everyone's sake."

"I see. So *now* you will permit me to communicate with them." Khan smiled coldly from the other side of the force field, clearly relishing the changed dynamic. "When it is *your* people who require deliverance."

Less than an hour had passed since McCoy had been taken hostage. A tense stand-off was underway; despite his threats, Joaquin couldn't immediately kill McCoy without losing his only bargaining chip, but the volatile situation grew more dangerous with each passing moment. Kirk needed to end this before Joaquin and the other Augments ran out of patience.

"Please, Khan," McGivers urged him. "Don't let them hurt Doctor McCoy. Stop this before it's too late."

Including her in this negotiation was a calculated risk, given her divided loyalties, but she had intervened to save Kirk's own life before, when Khan had seized control of the ship. If there was even a chance she could appeal to the better angels of Khan's nature, Kirk needed to take that risk. McCoy's life might depend on it.

"The doctor is a brave man, worthy of respect." A rueful tone entered Khan's voice. "I regret that he's been placed in jeopardy, but sometimes hard sacrifices must be made to achieve a greater purpose. My first loyalty is to my own people – and our ultimate triumph." He sneered at Kirk. "Why settle for a world when we can have a galaxy?"

Was Khan once more aspiring to capture the *Enterprise?* Kirk realized he needed to squash that notion in no uncertain terms.

"Listen up, Khan. I don't know how you think this is going to end, but let me be clear: I will *never* surrender the *Enterprise* to you, even if, as you say, I have to sacrifice McCoy. And understand this, too: If your followers kill any of my crew, I will be forced to open the cargo bay doors and flush them all out into space . . . for the safety of my ship."

McGivers gasped, but Khan merely chuckled.

"You're bluffing, Kirk."

"Not where the security of my ship is concerned." Kirk met Khan's gaze unflinchingly. "You're a leader, too. What would you do in my case?"

Khan scowled, and was that a trace of uncertainty in his eyes?

"You're not me, Kirk. Far from it."

"That's right. You're the famous Khan Noonien Singh." Kirk appealed to the other man's sense of pride and honor. "The Khan in the history books didn't spill blood for no reason, out of spite and revenge. In the end, he did what was best for his people, leading them out into space in search of a fresh start on a new world. He didn't throw away their best chance at a better future just to go down fighting instead."

"Please, Khan, hear what he's saying," McGivers entreated. "Ceti Alpha V is waiting for us. We can have a life there, just like we've talked about. You can conquer a world, forge an empire, found a dynasty. Isn't that better than some pointless conflict that can only get people hurt and killed . . . on both sides?"

Kirk prayed they were getting through to him, but feared Khan's mercurial temperament would get the better of him. Khan had, after all, attempted to blow up the *Enterprise,* killing everyone aboard, including his own people, the last time he'd faced defeat. What if he again preferred a pyrrhic victory to surrender?

"Think of your people, Khan. Put

them before your pride."

"My people have struck back in my name, Kirk. They're counting on me to seize the advantage they've so boldly provided me. Shall I now disappoint them?" He shook his head, perhaps a trifle reluctantly. "Capitulation is not in our nature."

"Neither is folly," Kirk argued. "Use your superior intellect, Khan. Your people are counting on you, yes, to chart the best course for them, just like you did three centuries ago when you dared to lead them to the stars. Be that man again, Khan. That leader. Choose hope over vengeance."

"And be the man I love, Khan," McGivers said. "The one I want to spend the rest of my life with. I believe in you, Khan. I know you'll do the right thing, for all of us."

Khan fell silent for a moment, his gaze shifting from Kirk to McGivers and back again. For a moment, Kirk worried that Khan's monumental ego was impervious to their words, but then he took a deep breath and stepped back from the force field.

"So be it. Let me speak to my people, as their commander."

"All right," Kirk said, all too aware that he was taking yet another risk. It was always possible that, despite his seeming change of heart, Khan would double-cross him by inflaming his people rather than calming them. Could he truly trust Khan this far? He questioned McGivers with his eyes. She nodded quietly, confirming his gut sense that Khan was on the level. Assuming he could trust her as well . . . .

Kirk crossed the brig to the nearest intercom panel. "Kirk to Uhura. I'm putting Khan on. Pipe his transmission to the Augments in the cargo bay via the public-address system. Let them all hear him."

"Aye, sir," Uhura answered from the bridge. "You're good to go."

Kirk kept his finger on the speaker button, ready to shut off the intercom the instant Khan said the wrong thing. "Now's your moment, Khan. Just speak from your cell. Uhura will ensure that your people receive you loud and clear."

Khan stiffened his shoulders. His deep voice passed through the force field, confident and commanding. Kirk held his breath.

"This is Khan, addressing the valiant crew of the *Botany Bay.* My brothers and sisters, your courage and ingenuity honors me. But we must choose our battles wisely, and now is not the time for warfare, not when we are so close to finally claiming what we set out to find so very long ago: a new world and a new beginning ...."

McGivers beamed at him. Kirk exhaled at last.

* * *

"Approaching Ceti Alpha V," Sulu reported from the helm.

"About time." McCoy leaned on the rail surrounding the command circle. The bruises on his neck were already fading. "Personally, I'm more than ready to see the backs of our guests."

"You and me both, Bones." Kirk contemplated the untamed class-M planet growing ever larger on the viewscreen. "What do you suppose Khan and McGivers will find there?"

Spock looked up from his science station. "Their destiny, I assume."

"Indeed," Kirk said. "Whatever that might be."

THE *ENTERPRISE* QUIZ

Take this Enterprise-themed test you knowledge of the Federation's flagship.

1) In Gene Roddenberry's pitch for *Star Trek*, what was the *Enterprise* originally called?
a. *Stargazer*
b. *Yorktown*
c. *Reliant*
d. *Excelsior*

2) What was the registration of the *Enterprise* during Jonathan Archer's time?
a. NX-01
b. VX-03
c. PX-02
d. QX-01

3) What does U.S.S. stand for?
a. Universal Star Ship
b. Universal Space Ship
c. United Star Ship
d. United Space Ship

4) What class is the *Enterprise*?
a. *Danube*-class
b. *Bradbury*-class
c. *Excelsior*-class
d. *Constitution*-class

5) The *Enterprise* first appeared in which episode of *Star Trek*?
a. "The Man Trap"
b. "Charlie X"
c. "The Naked Time"
d. "The Enemy Within"

6) Who was the first captain of the *Enterprise* NCC-1701?
a. James T. Kirk
b. Jonathan Archer
c. Christopher Pike
d. Robert April

7) What is the name of the sailing ship that features in the *Star Trek: Enterprise* opening titles?
a. *Enterprise*
b. *Bounty*
c. *Enterprize*
d. *Aurora*

8) Name the feature on the bridge that was doubled in *Star Trek: The Animated Series*.
a. Viewscreen
b. Security station
c. Turbolift
d. Science station

9) What is the final code for the 30 second countdown to the destuction of the *Enterprise*?
a. Code 0-0-0-destruct-0
b. Code 0-0-0-destruct-1
c. Code 0-0-0-destruct-2
d. Code 0-0-0-destruct-3

10) The Enterprise can time travel if it sling shots around the..?
a. Moon
b. Earth
c. Sun
d. Rings of Saturn

11 - 15) Identify the *Enterprise*'s registation by the nacelle.

11)

12)

13)

14)

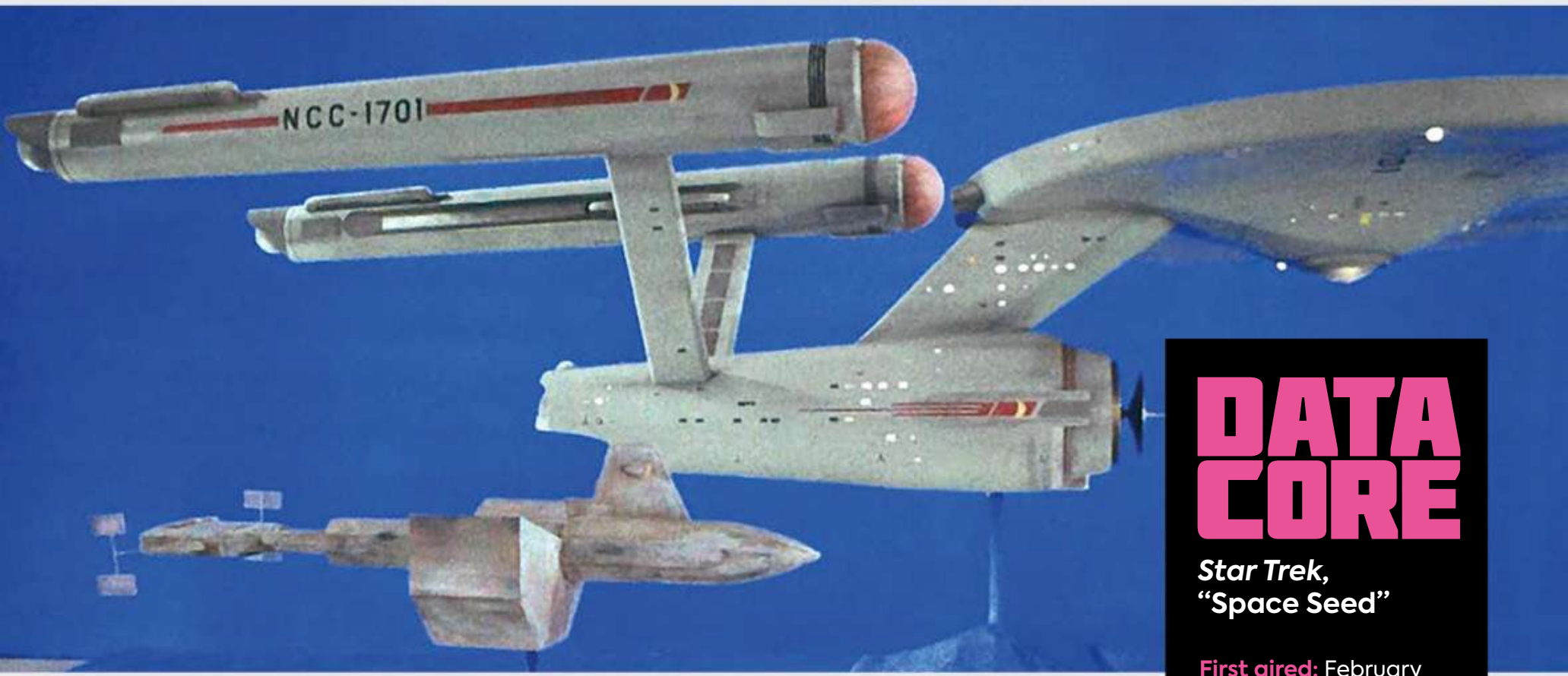
15)

Answers:
1. b, **2.** a , **3.** d, **4.** d, **5.** a, **6.** d, **7.** c, **8.** c, **9.** a, **10.** c, **11.** NX01, **12.** 1701-A, **13.** 1701-D, **14.** 1701, **15.** 1701-E

Starfleet Ranking 1 - 3 Not quite ready for Starfleet yet. | **4 - 6** Not bad but you'll have to work to make bridge crew status | **7 - 10** Very good! You are first Officer level. **11 - 15** Congratulations captain!

LOST & FOUND

ARCHIVE IMAGES RETRIEVED



DATA CORE

***Star Trek*, "Space Seed"**

First aired: February 16, 1967
Directed by: Marc Daniels
Teleplay by: Gene L. Coon and Carey Wilber
Story by: Carey Wilber
Starring: William Shatner (Kirk), Leonard Nimoy (Spock), DeForest Kelley (McCoy), James Doohan (Scott), Nichelle Nichols (Uhura), Ricardo Montalban (Khan), Madlyn Rhue (MacGivers)

The *Enterprise* encounters an ancient derelict starship floating in space, carrying a cargo of humans in suspended animation. When the group's leader is revived, Kirk and co. realize that he is Khan Noonien Singh, a genetically engineered tyrant of the Eugenics War. Before long, Khan escapes confinement, revives his people, and takes over control of the *Enterprise*...

Each issue, we delve into the data core to retrieve a long-lost image from a classic *Star Trek* series or movie. This issue, we go behind the scenes on original series episode "Space Seed" for a glimpse of not just the *U.S.S. Enterprise*, but the *S.S. Botany Bay*...

WORDS: LARRY NEMECEK

Since the original lovely lady *Enterprise* is our focus this issue, why not spend a moment in our throwback archival corner here with the "Big E" and one of its friends – a rare limited-use second miniature model for the original series, the infamous *Botany Bay*!

Especially since so many of our newer fans, raised on the original series remastered editions, may not be used to seeing analog OG visual effects – with actual models, actually filmed on stage on bluescreen, with actual film in actual cameras! (And thanks to Curt McAloney, co-author of *Star Trek: Lost Scenes*, for this beautiful remastered image.)

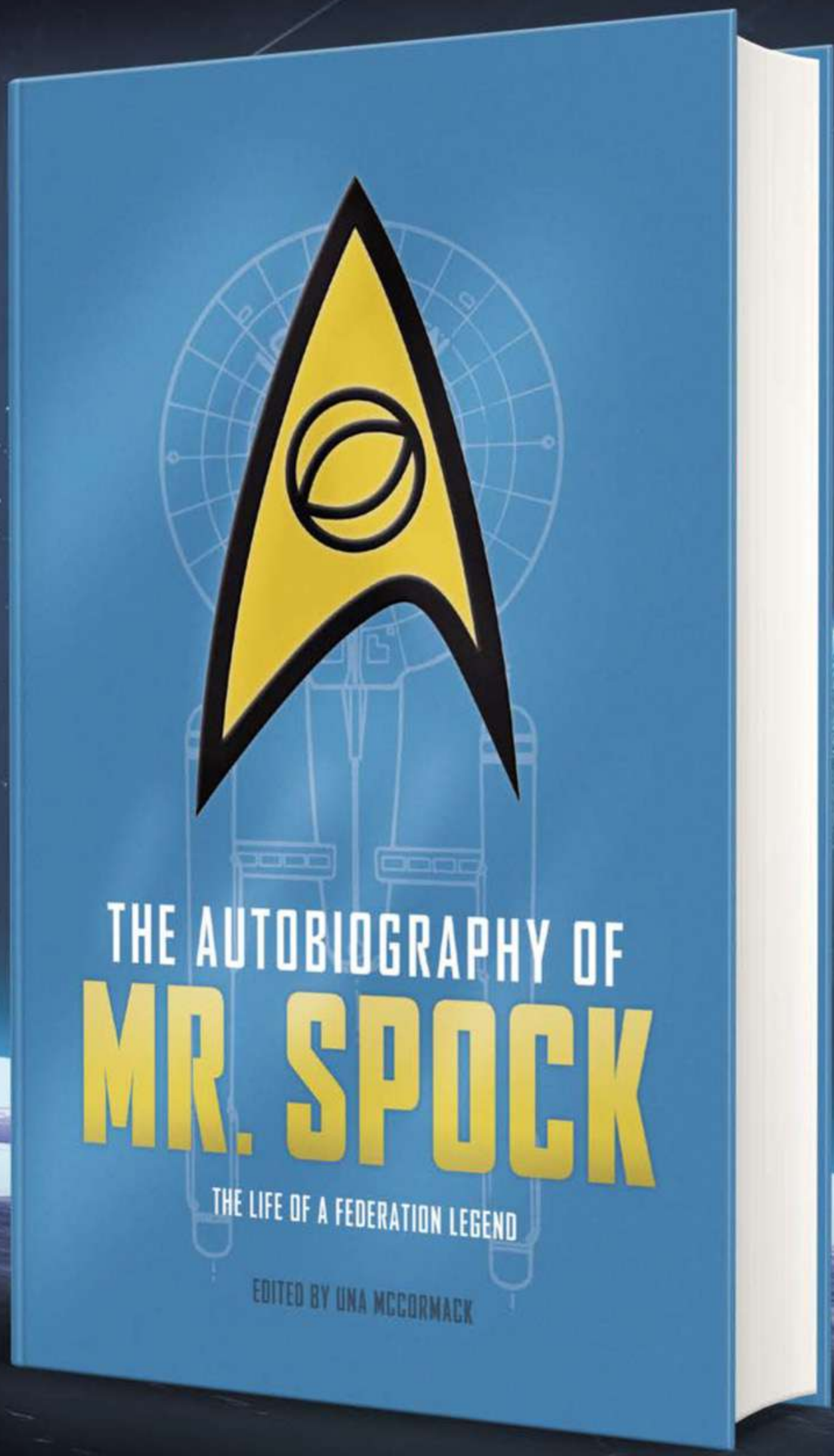
The episode is "Space Seed" late in Season 1, and with Khan's original "1990s" sleeper ship built to scale with the 11-foot NCC-1701, the models are being filmed together. The setup is trickier – especially since the *Botany Bay*'s support stand is shifted up and down a bit to indicate its drifting – but this move will save so much in budget and especially time, by avoiding another cycle of compositing, where each ship (and the star field) are "matted in" – with a commensurate loss of film resolution, to boot.

With every visual effects house in Hollywood working full-blast to deliver *Star Trek*'s optical effects – groundbreaking for a TV series, considering not just the cost but the time pressure – the end titles for "Space Seed" give The Westheimer Co. screen credit for the visual effects, and Frank Westheimer's company did supply transporter effects, viewscreen mattes, and such.

But this epic setup for Scene 13A of the script was actually filmed at another supplier, Linwood Dunn's Film Effects of Hollywood, most likely sometime in January 1967 – during or just after the holidays once the live stage shoot ended December 22. Little more than a month later, "Space Seed" was first aired on NBC, while nearly a year later, that expensive *Botany Bay* model did get a bit of amortization in, passing as the uncrewed *S.S. Woden* freighter soon blown to bits by the M-5 in "The Ultimate Computer" (at least, in the original edition, before remastering with a new design CGI).

So many mysteries of original *Star Trek* have been cleared up – but one does remain: who actually built art director Matt Jefferies' *Botany Bay* design into its filming model? The best bet is some employee at Film Effects… but unless some archival treasure trove is uncovered, or that model-maker employee's descendant comes forward, we may never know!

LIVE LONG AND PROSPER



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TREKNOLOGY

TOMORROW'S TECHNOLOGY TODAY

Fusion Power

FROM IMPULSE TO REALITY

Recent advances in fusion technology have brought our present even closer to *Star Trek*'s future, as this issue's Treknology elucidates...

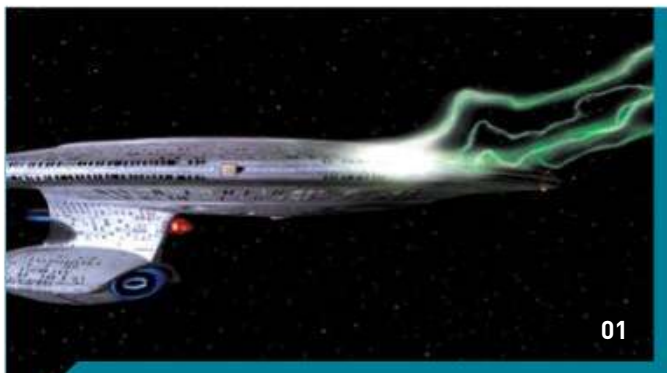
WORDS: CHRIS DOWS

Whether you're a regular follower of scientific progress or have a casual interest in the newest technological advances, you'll likely have heard the phrase "nuclear fusion" frequently referred to over the last few months. Now, before you start thinking about WMDs and unsafe reactors, let's just clarify the difference between nuclear fusion and nuclear fission.

Fission occurs when a neutron collides with a larger atom and splits it into two smaller atoms and additional neutrons, to cause a chain reaction which generates enormous amounts of energy. Fueled by uranium and plutonium, it's the basis of atomic weapons and existing nuclear power stations, both of which have their own controversies of safety, control, and by-products that we won't go into here.

Fusion occurs when two or more lighter atoms are joined into a larger one, and is the reaction which keeps our sun shining. Because it's fueled by hydrogen, creates clean helium as waste, and has around three times the output of traditional nuclear reactions, fusion offers a far safer alternative to the world's energy needs. It's a surprisingly old scientific concept; British astrophysicist Arthur Eddington first proposed that stars were powered by the atomic fusion of hydrogen into helium in the 1920s. Unfortunately, a number of engineering and technical challenges, such as initiating and sustaining the reaction, getting more energy out of the process than put in, and getting rid of the tremendous amount of heat generated from the containment device, have proven to be consistently hard challenges to crack. However, with the increased urgency to find alternatives to fossil-fueled power and the fruition of decades-long experimentation by various organizations around the world, things are getting close.

But hold on, I hear you say: what's this got to do with Treknology? Well, prior to *Star Trek: Discovery* with its fancy spore drive, one of the most successful Treknologies aboard Starfleet and non-Federation ships was the impulse drive – powered by single or multiple fusion reactors. These sub-light (and, at a push, low warp-capable) engines have featured prominently in many episodes based aboard the original *Constitution*-class *U.S.S. Enterprise* and the *Intrepid*-class *U.S.S. Voyager*, sharing a common orange/red signature emission from their impulse exhaust ports when active. Given the impulse drive system can also provide supplemental energy to the whole ship via the power transfer grid, you can see how important fusion is to both Treknology and "real" science alike.


01

02

THE PLASMA PRINCIPLE

Getting it Hot and Keeping it Contained

Like so much Treknology, the fusion reactors that power impulse engines are based not only on sound theoretical principles but, thanks to some extraordinary developments over the last few years, actual machines.

The world's most advanced and, on hopeful completion in three years' time, largest reactor is currently under construction in the south of France by ITER (Latin for "The Way"), an international collaboration of 35 nations first formed in 1985. Countries including the United States, the European Union, and China are aiming to create the first "net energy" fusion device – that is, one that generates more power than required to initiate and maintain the reaction. They hope to achieve what ITER terms "First Plasma" when it becomes operational in 2025 and have big ambitions for their experimental reactor, with subsequent stages of development ▶

▶ concentrating on actual power generation (more on that later).

Their use of plasma mirrors Treknology directly; starship fusion generators create the same energetic ionized gas real-world scientists are using in their experiments, channeling it either to impulse engines or throughout the ship (or Starbase) via the electro-plasma system (EPS). It's this flow of energy that contributed significantly to one particular *Star Trek: The Next Generation* episode, Season 4's "Galaxy's Child," which featured an extraordinary space-borne baby alien feeding on the *Enterprise*-D's power after it was accidentally orphaned by the crew.

To fully understand how plasma can generate energy and further show the links between Treknology and real-world experiments, we next have to consider how the plasma is created and, crucially, contained. Here on Earth, most of the experiments utilize a donut-shaped device called a tokomak, first proposed in the early 1950s by Soviet scientists Igor Tamm and Andrei Sakharov. There is an alternative, more complex design known as a stellarator (proposed by American physicist Lyman Spitzer around the same time) currently being tested by an international team led by the Max Planck Institute for Plasma Physics in Germany, but the majority of fusion reactors follow the tokomak model because of issues associated with a stellerator's heat confinement. Both work on the same principle of super-heating deuterium and tritium atoms to 100 million degrees Celsius within their heavily shielded interiors, turning the gas into plasma and provoking high-energy collisions, all contained by hugely powerful electromagnets. Magnetic containment is another concept not unfamiliar to Treknology fans, although issues with it are more associated with warp core breaches than the EPS system.

FUSING TREKNOLOGY WITH THE LATEST SCIENCE

Using plasma to power a starship isn't the only firm scientific principle the *Star Trek* universe shares with real-world fusion experiments. Consider the six reaction chambers housed at the base of the Cardassian-constructed Terok Nor mining station, later adapted to become starbase Deep Space 9 by the Federation. These notoriously unreliable reactors gave Chief Miles O'Brien nothing but headaches due to their woeful efficiency, demonstrating that even in the 24th Century things don't always work as well as they should. Despite their poor performance, the spherical configuration of the chambers resembled the shape and size of current tokamaks, and were fueled by an array of super-cooled deuterium storage tanks containing exactly the same material used to generate plasma in current fusion devices.

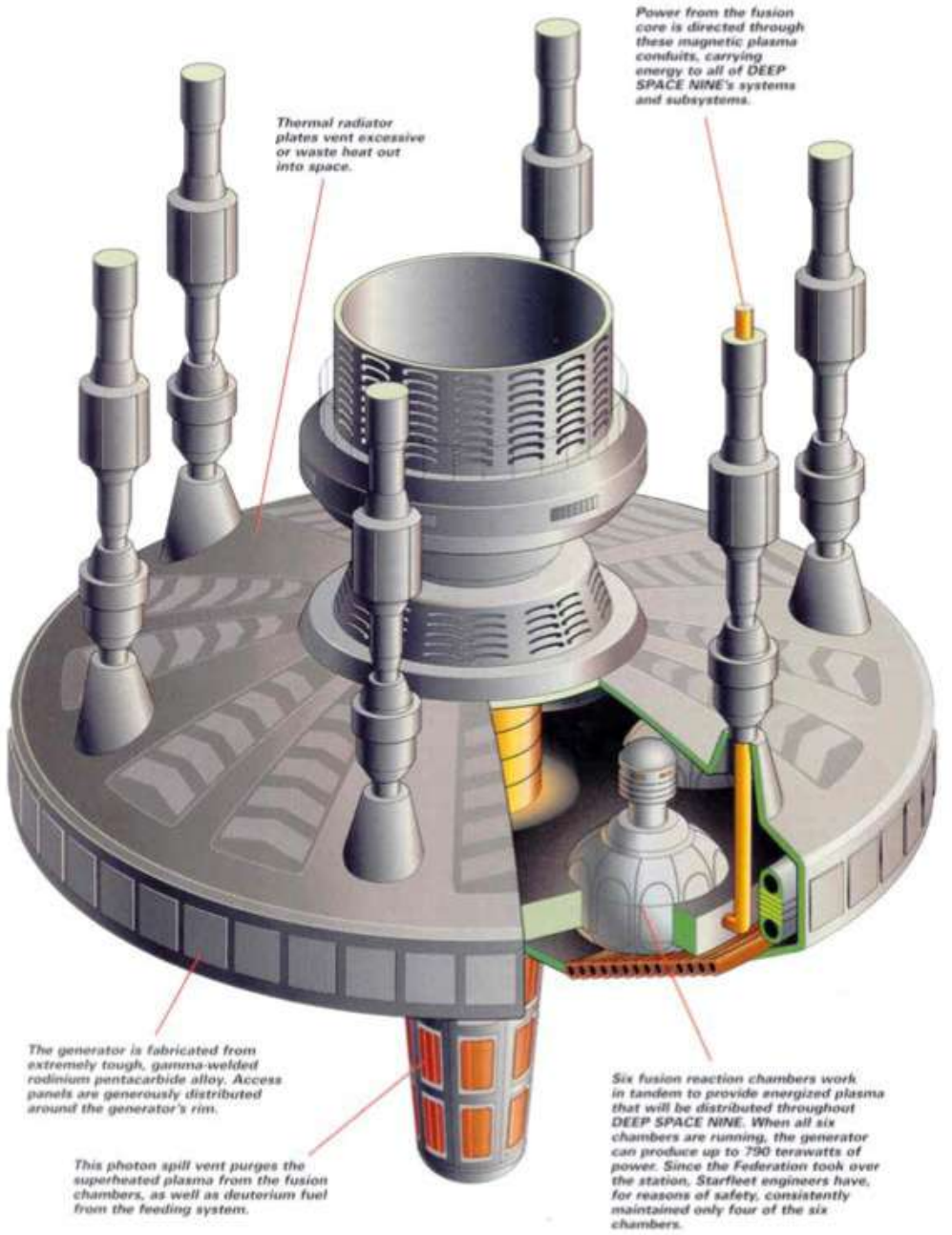
While these similarities are yet more proof of *Star Trek* writers getting their tech in roughly the same quadrant as

01 The *Enterprise*-D is attacked...

02 ...by a space-borne creature in "Galaxy's Child."

03 A cutaway of Deep Space 9's central core.

04 Barclay suggests replacing the damaged plasma conduit in Zefram Cochrane's warp ship with copper tubing in *Star Trek: First Contact*.


Power from the fusion core is directed through these magnetic plasma conduits, carrying energy to all of DEEP SPACE NINE's systems and subsystems.
Thermal radiator plates vent excessive or waste heat out into space.
The generator is fabricated from extremely tough, gamma-welded rodinium pentacarbide alloy. Access panels are generously distributed around the generator's rim.
This photon spill vent purges the superheated plasma from the fusion chambers, as well as deuterium fuel from the feeding system.
Six fusion reaction chambers work in tandem to provide energized plasma that will be distributed throughout DEEP SPACE NINE. When all six chambers are running, the generator can produce up to 790 terawatts of power. Since the Federation took over the station, Starfleet engineers have, for reasons of safety, consistently maintained only four of the six chambers.

03

actual science, it's the way in which DS9 kick-started its fusion reactions after (far too frequent) maintenance that are of interest. To initiate the process, the starbase used a focused laser detonator which targeted deuterium pellets fed from the storage tanks and injected into the reaction chamber (often referred to as a hohlraum in radiation thermodynamics). These initiators were powered by a massive burst of energy from a series of capacitance cells, whose depleted reserves could then be recharged by the chambers once the plasma's carefully controlled energy generation had begun.

THESE SIMILARITIES ARE YET MORE PROOF OF *STAR TREK* WRITERS GETTING THEIR TECH IN ROUGHLY THE SAME QUADRANT AS ACTUAL SCIENCE.

As we know, creating what is termed as "net energy" remains one of the biggest hurdles to overcome, but a major step toward its generation was achieved in August 2021 at the National Ignition Facility (NIF) at Lawrence Livermore National Laboratory in California. For the first time, a group including Dr. Debra Ann Callahan, a veteran of NIF, achieved "ignition" – specifically, the creation of more energy out of the fusion reaction than put in. Granted, it was on a very small scale, but the way they did it was remarkably similar to DS9's system. Aiming their 192 high-powered lasers at a millimeter-sized capsule containing deuterium and tritium, their miniature hohlraum focused the X-rays created by the huge burst of laser energy and compressed the fuel to such an extent it initiated a fusion reaction. While it didn't last for very long, the fact that it generated a record 1.3 megajoules from an input of between 150–270 kilojoules is a significant landmark, and augurs well for future developments.

04

ENTERPRISING POWER FROM ENERGIZED PARTICLES

If the initiation, sustaining, and containment of fusion reactions isn't complicated enough, the conversion of all that furiously chain-reacting plasma into usable energy brings with it yet more problems. In fact, the method by which power is created then channeled to where it is needed highlights perhaps the biggest difference between Treknology's ship and starbase power transfer systems, and real-world reactors.

On the great majority of Federation starships, "raw" plasma is fed into the EPS system and converted into useable electrical energy through a series of distribution manifolds contained within EPS taps. While this sounds like a good concept, it's not the way electrical energy will be produced when the myriad technical problems with tokamaks and stellerators are eventually solved. Much like existing nuclear reactors, it will be the heat generated by the plasma's reactions within the reactor which will be the key to power generation – and, inevitably, brings with it yet more engineering issues with the sheer amount of heat created by the process. At these extreme temperatures, any materials lining the interior of the hohlraum don't last very long. Furthermore, this intensity of heat is unusable for the generation of steam (via a network of water-filled pipes surrounding the reactor's exterior) to drive traditional electricity-generating turbines.

However, like the ignition breakthrough attained at the NIF, a revolutionary exhaust system successfully trialed last year at the Mega Amp Spherical Tokamak (MAST) in Culham, United Kingdom, may offer a solution to the problem. As a much more compact and financially viable alternative reactor to ITER, the MAST Upgrade incorporates a Treknology name-worthy Super-X divertor to reduce the heat by tenfold. This, according to lead scientist Dr Andrew Kirk (how much more *Trek* could you get...?), will lead to components lasting much longer, and therefore reduce any potential cost involved in fusion energy generation. What's more, it may also accelerate the United Kingdom Atomic Energy Authority's plans to realize fusion energy production in the form of the Spherical Tokamak for Energy Production (STEP) reactor, currently targeted to come online in 2040.

There's an old joke between physicists that fusion power is always 40 years in the future, but unlike its more speculative warp core sibling (which we'll be exploring in more detail in a future column), the events of 2021 alone mean the dream of virtually limitless, clean, and safe energy for the world is closer to being realized than ever.

BEAM ME UP

BRIEF ENCOUNTERS WITH *STAR TREK*

01

A Piece *Of The* Action

When Eddie Paskey passed away last year at the age of 81, he left behind a sizeable *Star Trek* legacy. Paskey's life changed forever when a chance encounter as a young man led to a minor role in *Star Trek*'s second pilot, "Where No Man Has Gone Before." Capitalizing on the opportunity, he eventually appeared in 58 of the original series' 79 episodes, mostly as *Enterprise* crewman Lieutenant Leslie, making him one of the most recognizable recurring characters in the show's history. Yet Paskey remained refreshingly down-to-earth about his interstellar exploits, grateful merely to have had a piece of the action, as this, his final interview, testifies.

Words: Ian Spelling

Eddie Paskey was *Star Trek*'s everyman. In total, he appeared in 59 episodes of *Star Trek*: 58 times on the original series, and once on *Star Trek: Deep Space Nine*. Across the first two seasons of the original series and part of Season 3, Paskey served as William "Kirk" Shatner's regular stand-in and occasional double, and played Lieutenant Leslie in 50-plus episodes, and the character Connors in "Mudd's Women." Leslie, a redshirt, died in "Obsession," but returned unscathed in the same episode, without explanation. He even occupied the captain's chair a couple of times.

Paskey also popped up as one of Bela's machine gun-toting boys in "A Piece of the Action," hand-doubled James Doohan (Scotty) in "Wolf in the Fold," and drove the truck that killed Edith Keeler (Joan Collins) in "The City on the Edge of Forever." And did we mention that Paskey wore red, blue, and gold tunics, was glimpsed all over the ship (in the transporter room, sickbay, and in various position on the bridge), and was even on the receiving end of a Vulcan nerve pinch from Spock?

Despite all that, Paskey earned screen credits just twice, for "The Alternative Factor" (with the character's name spelled "Lesley") and "This Side of Paradise" (as "Crewman"), and only ever spoke in "The Alternative Factor," "This Side of Paradise," "The Naked Time," and "The Conscience of the King." His most memorable bit of dialogue occurred in "This Side of Paradise," when Kirk declared, "This is mutiny, mister," prompting Leslie to reply, "Yes, sir, it is." Leslie returned to action decades later, via visual effects and editing wizardry, in *Deep Space Nine*'s popular throwback episode, "Trials and Tribble-ations."

And so, Paskey could lay claim to one of those unique stories that only really came to light well after the original series ended, when the show – and franchise – had exploded into a pop culture phenomenon. Fans, historians, and journalists chased details about everyone and anything associated with *Trek*. Paskey rode that wave, granting interviews and flying around the world – joined by his wife of many decades, Judy – to be a guest at *Trek* conventions. At cons, he loved to show fans his photo albums, which brimmed with pictures of him on the set, interacting with Bill, Lenny, and De, as he affectionately referred to William Shatner, Leonard Nimoy, and DeForest Kelley. Paskey passed away on August 17, 2021, at the age of 81, but in 2018, during the official *Star Trek* convention in Las Vegas, Paskey sat for an interview. Health issues had slowed him down a bit by then, but there was still a twinkle in his blue eyes as he recounted his time on *Trek* and shared his joy at meeting fans. That conversation has gone unseen… until now.

01 Eddie Paskey as Leslie counters Kirk (William Shatner) in "This Side of Paradise."

02 Leslie and a security team on the planet Argus X in "Obsession."

"ALL OF A SUDDEN, I FROZE. LEONARD WAS STANDING RIGHT NEXT TO ME. HE SAID MY LINES."

Where No Man Has Gone Before

Back in the mid-1960s, a young Paskey worked at a gas station he and his father owned in Pacific Palisades, California. Desilu Productions was based nearby and vehicles either used for Desilu shows or driven by actors, producers, crew people, or studio executives regularly stopped at the station. There, Paskey met Herbert F. Solow, the Desilu vice president who helped sell *Star Trek* to NBC, and Irving Elman, a producer of *Ben Casey*, which filmed at Desilu.

"At the time, when you worked at a gas station, you washed windows and did all the stuff they never do nowadays," Paskey recalled. "I asked Irving, 'Hey, Irv, if you have a one-line job, could you give me a shot? Just so I can see what it's all about?' He said, 'Oh, OK.' About two weeks later, he called and said, 'Eddie, this is Irv. I need you to be a cop in something. You'll be on a motorcycle.' I told him, 'Irv, I can't be a motorcycle cop. I don't even know how to ride a motorcycle.' Irv said, 'Don't worry about it. Just push it.' I said, 'OK.' Well, that night – it was a night shoot – we were at Desilu, shooting this scene. I was a cop, with the helmet and all of it, and there'd been an accident. I say, 'Do you want me to take you to the hospital?' That was my start in the business.

"After I did that *Ben Casey*, I started going to central casting and independent casting, and to places that worked with extras," he continued. "I was still getting work as well through Irv and Herb. Herb said, 'Hey, do you want to do a *Star Trek*?' This was the second pilot. I was there with Gary Lockwood, who had the goofy eyes in the episode [playing psionically enhanced *Enterprise* helmsman Gary Mitchell]. Then, two or three weeks after that, Herb said, 'Eddie, would you like to be Bill Shatner's stand-in and double?' I thought, 'Yeah.' So, that's how I got into *Star Trek*. I did other shows at Desilu. I was on *Mission: Impossible*. I was on *The Lucy Show*."

03 Leslie succumbs to an attack by a dikironium cloud creature in "Obsession." Fortunately his death turned out to be temporary.

Wolf in the Fold

By virtue of spending so many hours on the *Star Trek* set, Paskey grew close with the show's cast, especially Shatner. "Bill and I became friends, and he had this big dog," Paskey says. "His name was Morgan, and he was a Doberman pinscher. Bill had several Dobermans. We had a lot of fun because I love dogs. I was taking some acting lessons, and Bill would give me pointers. 'Do this and this. Try that.' That was neat. Lenny was a wonderful man. DeForest was a great guy. They were all wonderful. Later, somebody wanted me to do a memoir. He wanted me to bring up all the dirt. I said, 'No, I don't need to do that, first off, and second, the guys I worked with, we all had a good time. We enjoyed being there.' So, I wasn't going to do that kind of a book."

Laughter followed as Paskey listened to a breakdown of his myriad original series exploits. Quite obviously, he took the work seriously, but not himself. He wasn't a thespian by any means, merely a guy game to help out in any way possible. "You know what?" he asked rhetorically. "It was just work. It was a job. I didn't make a big deal of it. I was happy to be working. I was there almost every day. Some of the characters I played didn't have a name. I did stunts. I was Connors in one episode. Initially, when they gave me more, it scared the living hell out of me. 'What if I goof

"I ASKED IRVING, HEY, IRV, IF YOU HAVE A ONE-LINE JOB, COULD YOU GIVE ME A SHOT? JUST SO I CAN SEE WHAT IT'S ALL ABOUT?"

03

up? What do I do? Am I going to get canned? Will I be gone?'

"Let me tell you about a situation with Leonard," Paskey added. "Spock was telling me what to do. 'Warp factor one. Warp factor two.' We were in a battle. I started to go through it, and was running my lines and, all of a sudden, I froze. Leonard was standing right next to me. He said my lines. The director – I think it was Marc Daniels – said, 'Cut. Print.' Leonard walked away, smiled at me, and kept on going. He didn't say, 'Hey, you dummy, why didn't you do your line.' It was like, 'I've been there, too.' He was just a pro. He made it so that it was like, 'Hey, you're OK.'"

And then there was another Shatner story, perhaps the most famous of all of Paskey's anecdotes. Paskey was at the navigator's station rather than his usual spot by the turbolift. Shatner was about to speak a line to Paskey when he paused and looked at Paskey. "Bill said, 'Wait a minute. Eddie needs a name. I can't say, "Hey you" all the time. I want him to have a name,'" Paskey recalled. "He said, 'Let's name him Leslie, after my daughter.' After that, I became Lieutenant Leslie. Actually, at first, Bill named me Mr. Leslie, and then as the time went on, I became Lieutenant Leslie."

Dagger of the Mind

Unfortunately, also as time went on, *Star Trek* took its toll on Paskey. He left the show in 1968, during Season 3, stepping away after completing "Is There in Truth No Beauty?" He didn't want to leave, but felt he had to do so. "I actually quit because of the lights, the heavy lights," he said. "I was there every day because I was being Bill. So, I was constantly underneath that heavy lighting. My blue eyes and that blue lighting, it just takes so much away from you. I started getting these cluster headaches. They're like a migraine, but you don't get sick with them. But that's why I left."

The conversation with Paskey needed to stop there, as he had to head over to photo ops at the convention. A line of fans awaited. Before he left, however, he summed up the joy of meeting the fans who wanted to hear his stories, snag a photo with him, or get his autograph.

"Oh, I love it," Paskey said. "Look at *Star Trek* now. Look at how many people, thousands of people from all over the world, are at these conventions. I had long lines all weekend long at the convention I was at in Dusseldorf, and the one I did in England. We're here in Las Vegas. Yesterday, I was talking to people from Tokyo, Europe, and California, who came out to Las Vegas. Canada, too. I think, 'How in the world was I allowed to do this throughout my life?' I'm so grateful."

04 Leslie, fellow security officer Lemli (Roger Holloway), Spock (Leonard Nimoy), and McCoy (DeForest Kelley) accompany Kirk to Ambassador Kollos' quarters in "Is There in Truth No Beauty?"

LARRY NEMECEK'S

A FISTFUL OF DATA

MAKING SENSE OF THE FUTURE

You know, it's one thing to say, "Can't wait for non-stop *Star Trek*" – five – count 'em – *five* series continuing or debuting from now until 2023! But there's more going on here than just quantity. Each of those series, as we've already seen, are slotted into their own time period and, in some cases, their own unique situation. And thanks to the army of consultants and advisers on each series staff, and in Secret Hideout's "*Star Trek* HQ," they're doing an amazing job of keeping them all straight so that writers and designers – and even actors – can concentrate on telling the stories they want while the *Trek* landscape stays steady beneath them.

What it also means is, even with that planning, the need for deep-dive "canon smoothing" – or even old background or connections now seen in a new light – is not about to go away as the *Star Trek* universe expands like never before. And that's where we come in.

WORDS: LARRY NEMECEK

Questions and head-scratchers are bound to come up – so let's keep figuring them out together. Send your queries to startrekmagazine@titanemail.com or via larry@larrynemecek.com or @larrynemecek on Twitter.

ONE TO BEAM UP

There is a seeming giant contradiction regarding Data and the use of transporter technology. Data gets beamed about regularly like every other crew member, which I believe involves stripping you down to your base molecules and rebuilding you. However, Data is so special, and his neural network so not understood by the greatest analysts of the time, that he almost loses his humanity to be deconstructed and possibly not reconstructed, a fate Picard saves him from. How can on the one hand Data be transported with ease, yet his neural network not be understood by conventional study? Plus there are at least two other *Star Trek: The Next Generation* references I can remember (and probably more) to unstable or complex materials needing to be moved conventionally by ship because they can't be "beamed up." Am I missing something here?
JONATHAN FOURDRAINE
CHESTER, NOVA SCOTIA, CANADA

Great question, Jonathan – and it gets to the heart of one of *Star Trek*'s biggest hits… and misses: the transporter. Overlay that precept with the realm of "Soong-type androids" like Data, and you have a wide intersection of options to explain your query.

"Beaming," of course, has been a staple of sci-fi since the pulp magazine era, perhaps best remembered as an experiment in the original classic film *The Fly*. Gene Roddenberry famously decided even the visual effects of a transporter beam for off-ship crew excursions would be cheaper than the model work to "land the ship on

THE GRAVITY OF THE SITUATION

When did humans invent gravity plating? Or did the Vulcans give it to them?
@ILLUMINATOR (VIA TWITTER), FLORIDA

The introduction of artificial gravity is a moment that's not really tied down anywhere in *Star Trek* – or is it? In lieu of a big spoken data point, let's check what we do know, and when, about human spaceflight and, yes, our first big brothers in space, the Vulcans.

Obviously, we do see artificial gravity at work – even on Captain Archer's *Enterprise*, in the UESPA/United Earth era, pre-Federation, and on the craft of every other spacefaring culture, from the Vulcans and Andorians to the Klingons and Tellarites, and many smaller worlds as well.

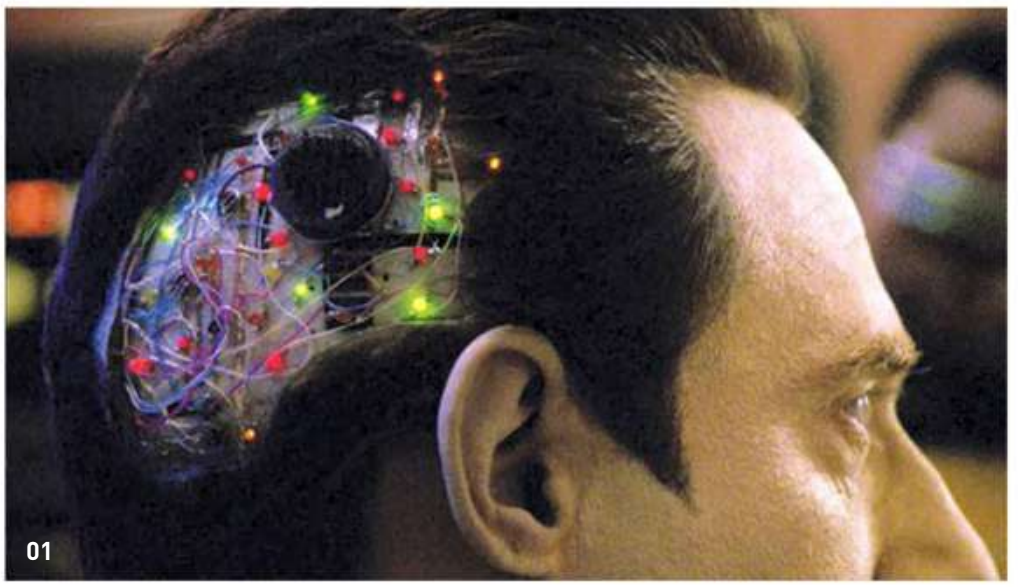
The latest real glimpse of flight we see before the NX-01's launch in 2151 is… almost 90 years earlier, with the flight of Zefram Cochrane's own experimental warp *Phoenix* test capsule. The *Phoenix* crew was clearly strapped into seats and, even considering the cramped cabin, did not have the ability to rely on Earth-normal gravity.

Eight decades later, the same is true of the NX-Alpha warp two test program – small cockpit, strapped-in test pilots – as we saw in *Star Trek: Enterprise*'s "First Flight." Now, is that due to a lack of gravity as late as 2143, only eight years before Archer's NX-01 Earth *Enterprise* was launched? I'm inclined to say no – and that the small interior did not justify the weight and space of adding a grav-generator.

a planet every week." What he didn't count on was the temptation for writers to overload the transporter's molecular patterning and recall with godlike powers, whether splitting a user's personalities, or even bringing back the dead.

Even the second chance brought by *The Next Generation* didn't help, and limits to a transporter's power to reassemble matter had to be reigned in after Dr. Pulaski was reintegrated with her younger, pre-diseased transporter pattern trace record in "Unnatural Selection."

But when it comes to beaming Data, well, there's a difference between copying… and *understanding*. (Ask any military at war about the difficulties of replication, when it can capture its enemy's secret weapon.) Even with transporters set to the quantum molecular level, we know what we know: beaming records and transporter traces were no help in fully replicating the positronic brain's matrix.



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02

01 A peek at Data's neural network.

02 The storied stasis box, as seen in *Star Trek: The Animated Series*' "The Slaver Weapon."

The secret escaped the most ardent researchers for decades – even Data himself – and seemingly died with Dr. Soong. That is, until his son Altan and protege Bruce Maddox were able to replicate the technique on Coppelius. But note: even then, they relied on fractal neuronic cloning, or copying – almost another take on a transporter's scan and storage of molecular patterns – and not on organic construction.

By the way, perhaps you are thinking of magnesite and kelbonite – at least two of the useful and naturally-occurring minerals that interfere with beam and buffer processes for a transporter system. Their disruptive interaction with several steps of the transport beam process reveals exactly how something can have transporter troubles and yet not be fathomed for decades.

So yes: while on a quantum level Data can have his molecules broken down for beaming just like his organic friends, that's no sign that researchers have the whole picture of his positronic brain's construction, materials, integration, and protection from overload.

As for the Vulcans' ability to gift gravity around any of these dates… well, I wouldn't worry – they're doing just fine. Remember *Enterprise*'s "Carbon Creek," and the scout ship's crash landing on 1957 Earth? As a species with warp-capable ships who apparently keep an eye on their neighbors when they cross the warp threshold, this is not some pipsqueak little ship. And the three-Vulcan crew clearly has stand-up consoles with great freedom of movement – and normal-looking gravity, to boot.

But when, in that 2063–2151 window, and from where? The final point might surprise you – but thank goodness *Star Trek: The Animated Series* has been brought back into the official canon's nest of series. Because it's here where we technically get our answer, in the episode "The Slaver Weapon": the basis of the Federation's artificial gravity is all from the technology of the ancient, long-dead Slavers via a flight belt found within one of their storied stasis boxes.

That answer is still absent the "when," but that's a lot of newly accepted background to factor in. Maybe some day we can narrow down the timing, too. Meanwhile, lest you discount the Slavers, or even the Kzinti, as worthy points to peg this to, due to their animated nature, beware those Kzinti raiders heard of near Nepenthe, per that eponymous *Star Trek: Picard* episode. The big felinoids, despite being the invention and story fodder of Larry Niven's Known Space stories, are very much here to stay – and you can ask anyone on the *U.S.S. Cerritos*.

CANON FODDER

PUTTING CONTINUITY IN THE FIRING LINE

THE VOYAGE HOME

01

This corner of A Fistful of Data is all about connecting dots in an even deeper way with the fictional *Star Trek* universe and its continuity – and this simple yet intriguing backstage notion from Ryan Pomin, via Twitter, is just perfect:

How long did the *Enterprise* take to get back to Earth after the battle with Khan in *Star Trek II: The Wrath of Khan*? The warp drive was busted, so did Spock do a temporary fix...?

What a great question to commemorate *The Wrath of Khan*'s 40th anniversary, and what a fun case of "gap filling"! Best of all, we have four avenues of attack on this best-guess mystery: time (stardates), rate (warp speeds), distance (stellar locations), plus what visual or verbal clues we get from the screen.

And if you've been around *Star Trek* backgrounding long enough, you know we'll need all the help we can get when it comes to stardates, distances, and warp speeds! Even *Star Trek*'s amazing road to continuity is lined with a chuckhole or two every so often – but that's why we're here.

Ryan is referring to the events that led to both Spock's and Khan's deaths, and the detonation of the Genesis device into what became the unstable Genesis Planet. But the timeframe he refers to – the damaged *Enterprise*'s long limp home – actually spans the time between *Star Trek II* AND *III*. (You know how TV series in their season premieres love to talk about "three months" having elapsed since viewers last saw that show's characters, barring a cliffhanger – the exact length of summer hiatus, right? Not so in the film world, where a year or two or more actually elapse between "chapters," and the point and vibe is moot.)

As the long-evolved stellar cartography of *Star Trek* has taken hold, bridging real stars and science with the franchise's fictional story points (and now used on screen as canon across all the current series), the whole location of the Genesis/

DATACORE

LARRY NEMECEK

As a longtime *Star Trek* author of bestseller *Star Trek: The Next Generation Companion*, editor, consultant, interviewer, and archivist, Larry Nemecek hosts *The Trek Files* weekly for Roddenberry Podcasts, livestreams Trekland Tuesdays Live, and leads the Portal 47 monthly "backstage" fan experience and Trekland Treks location site day tours from larrynemecek.com. He is also producer of *The Con of Wrath* documentary, and his updated *Star Trek: Stellar Cartography* map/book set continues to help fans and *Star Trek* TV creators alike.

02

03

04

05

Regula incident is based on the actual location of Alpha Ceti (or Menkar), which everyone supposes is Ceti Alpha before the weird name flip. That star lies about 325 light-years from Sol/Earth and so is a bit of a trip – even as we recall the original *Enterprise* made it out there 15 years earlier on routine patrol, in "Space Seed."

While the original series' warp speed scale is a bit dicey – the classic WF = c^3 (speed of light, cubed) – we also have the "Cochrane factor," a fan-derived variable since the 1980s that takes Gene Roddenberry's original science hedging at his word (actual warp speeds in any specific location based on "the local density of matter" and all that) to retcon story points as needed. That said, an original series-era warp seven ship would need 21 days to cross a 20-light-year sector by the book – or in our case, 16 times that 21 days, or 336 days! – before we massage it with a Cochrane to get where we need it to be.

And where's that? Warp factors are no help – and yes, we have to say the ship *was* at warp. Spock gave his life to get the warp mains back online for a trip longer than we ever saw, because a trek of that distance on simple sub-light impulse would simply take years. Other planets and bases would be closer than Earth, of course, but Earth Spacedock is the destination we see in *Star Trek III: The Search for Spock*.

And yet, here's a clue, and in stardates – but the stardates over the *next* gap, between *Star Treks III* and *IV*. In the pre-*TNG* era, stardates are notoriously loose and undefined – but we know (thanks to dialogue) that in this case, Kirk's commandeered Bird-of-Prey takes repairs and rest on Vulcan for roughly three months. And the stardates from mid-*III* to the opening of *Star Trek IV: The Voyage Home* are roughly 180 stardate units – SD 8210.3 to SD 8390.0.

01 Battle is joined in *The Wrath of Khan*.

02 Spock saves the ship...

03 ...but pays the ultimate price.

04 Battered and bruised...

05 ...the *Enterprise* makes it back to Spacedock.

So *voila* – that factors out to 60 stardates a month, or two SD digits per day. In the same *Star Trek* era, the stardate lag from *Star Trek II*'s final log entry on SD 8141 to *Star Trek III*'s opener of 8210.3 is roughly 69 units. Or, given what we just established, about 35 days.

Now from what we saw from our warp speed basics, 35 days to cover those 325 light-years – including a slight delay to offload most of the cadets and transfer Saavik and David to the *U.S.S. Grissom* – is a tall order. But we do have fandom's "Cochrane factor" – based on Gene's own original hedging, as quoted way back in *The Making of Star Trek* – to help us hold our nose and look the other way!

So there you go, Ryan: a month to get the *Enterprise* back to Earth, post-Genesis. And a way to "TECH the TECH" and make it plausible.

KILL!
CAPTAIN PROTON

EXCLUSIVE FICTION

Kill Captain Proton!

WORDS: LISA KLINK
ART: LOUIE DE MARTINIS

"I thought that giant crocodile thing was going to swallow us whole!" said ace reporter Buster Kincaid.

Captain Proton nodded as he adjusted the ship's course slightly. "It would have, if not for my trusty rocket pack."

The two friends smiled. Constance Goodheart, Captain Proton's loyal secretary, looked a little ill. She still had some of the monster's slobber in her golden hair.

They were in Captain Proton's rocket, flying past the rings of Saturn on their way back to Earth. He loved that view. It reminded him why he became a spaceman in the first place.

Suddenly a red light flashed on the control panel, signaling an incoming message. "Turn on the imagizer," he told Buster. "Let's see who's calling."

Buster activated the screen, revealing the face of Jonah Quimby, head of the Incorporated Planets Patrol. "Captain Proton, are you there?"

Proton leaned over to the imagizer. "Reading you loud and clear."

Quimby looked grim. "No time for pleasantries, Captain. I've just gotten word that Dr. Chaotica may be planning to steal some experimental technology from the Space Laboratory on Mars."

"Don't worry. We'll stop him."

"I know we can count on you," said Quimby, and signed off.

Captain Proton steered the ship toward Mars. "I hope you don't mind taking a little detour," he told the others.

"Of course not," Buster assured him.

As they approached the red planet, they could see the domed building that housed the Space Laboratory. Nearby was a landing pad, with one ship resting on it.

"That's Chaotica's ship," said Captain Proton. "He's definitely here."

He set down his rocket ship. He, Buster and Constance got out and approached the door to the laboratory. With his ray gun at the ready, Proton opened the door, unsure what he'd discover inside. He stepped inside, with his friends right behind him.

The first thing he saw was three scientists sitting on the floor, being guarded by Chaotica's chief henchman, Lonzak. The lab was dominated by a large bank of computing equipment, surrounded by work tables that held scientific equipment and mechanical parts. Chaotica was at one of these tables, holding up a long metal cylinder.

"Ah, yes, the amplitude modulator! The final piece of my greatest invention – the mind control ray!" He gave an evil laugh as he plugged the cylinder into the device on the table, which looked like a large ray gun.

Captain Proton strode forward. "The jig is up, Chaotica. Hand me that gizmo and let these people go."

"I don't think so," said Chaotica. He shouted an order: "Eliminate the intruders!"

His evil robot stepped out from behind the telescope and lumbered toward them, arms outstretched. It was a clunky, awkward thing, but virtually unstoppable. Constance screamed. Captain Proton and Kincaid both fired at the robot, but the energy bolts bounced off his metal skin harmlessly. The robot grabbed Constance by the arm and she screamed again. Proton rushed at the mechanical fiend and tried to pry its grip loose.

Chaotica used the moment of distraction to pick up the mind control ray and shoot. The yellow beam hit Kincaid, making his entire body glow for a moment.

"Now you're under my control," Chaotica cackled. "I order you to kill Captain Proton!"

"Kill Captain Proton," Kincaid repeated dully, and fired his ray gun.

Constance let out a scream as Captain Proton dove to the side, avoiding the energy bolt. He came up behind one of the work tables as Kincaid fired again, vaporizing a rack of beakers. Proton had a clear shot at his friend, but couldn't bring himself to fire. "Buster, don't shoot! It's me!"

"I must obey," said Kincaid.

"No, you don't! You're not his slave. You're ace reporter Buster Kincaid!"

Chaotica watched with evil glee as Kincaid continued to advance toward Captain Proton, taking aim with his ray gun and firing. Captain Proton kept moving, ducking behind another table for cover.

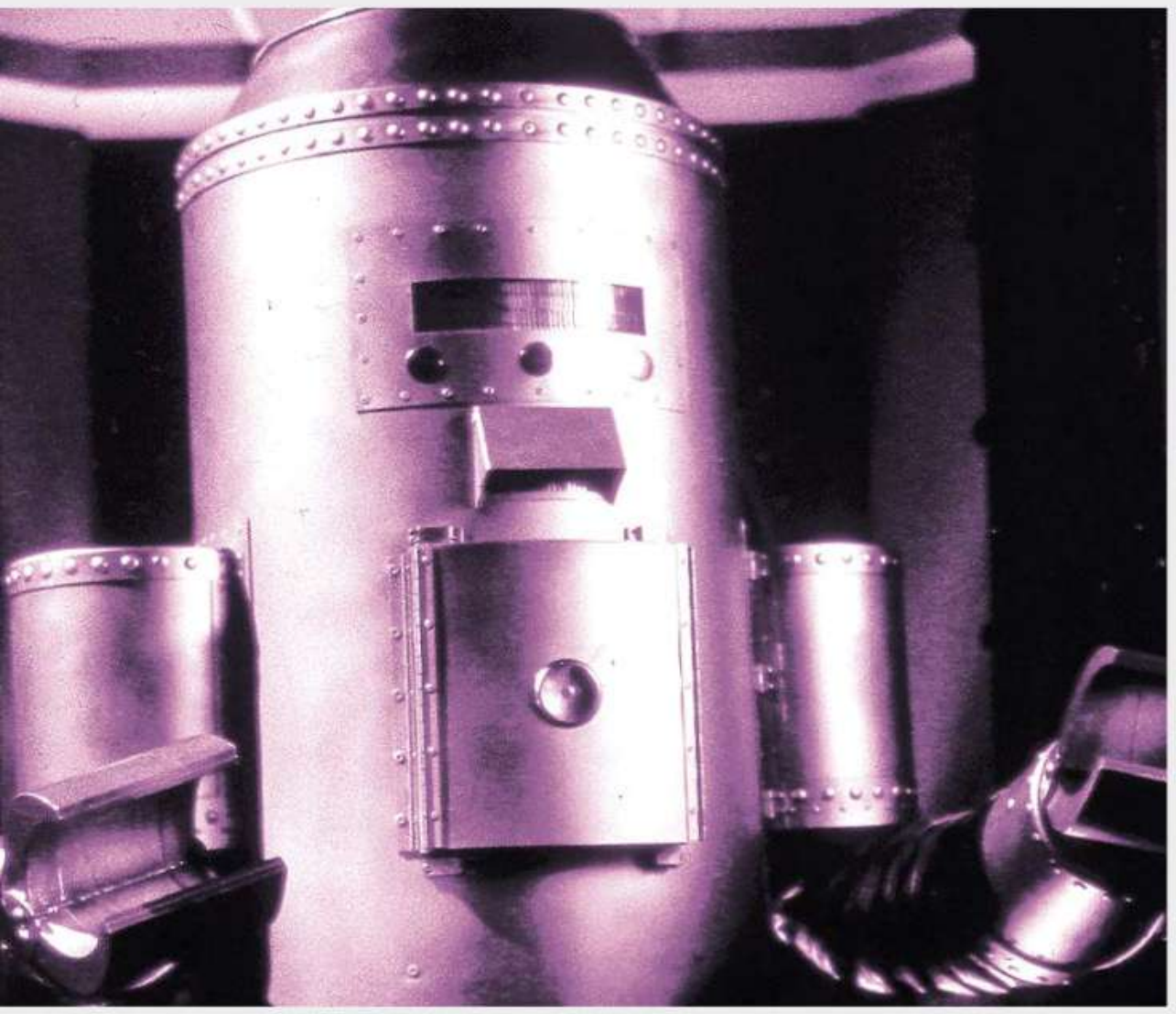
"You don't want to do this, buddy," he said. "Think about all the years we've been friends."

Kincaid continued to advance, shooting energy bolts in his direction. Captain Proton took precise aim at his friend's ray gun and fired, knocking the weapon out of his hand. It clattered to the ground, fused into a lump of useless metal.

"No!" hissed Chaotica. "Kill him!"

"I must obey," said Kincaid. He picked up a heavy microscope from a work table and swung it at Captain Proton. Proton sidestepped, and reluctantly socked Kincaid in the gut, causing him to drop the microscope.

Captain Proton tried to get through to his friend. "I know you remember all the adventures we've had together. Like that time we escaped the sand sharks on the desert of Andromeda Prime."



"I must obey." Kincaid lunged for the ray gun in Proton's hand. He grabbed his friend's wrist, and the two of them wrestled for control of the weapon.

Captain Proton kept talking. "What about when we rescued Constance from the ice dragon of Zatonia?"

He got the ray gun away from Kincaid, who then tackled him to the ground. They rolled around on the metal floor, each trying to gain the upper hand. Captain Proton was hampered by the fact that he didn't want to hurt his long time sidekick. "And when the Arkenians almost cooked us for dinner? You remember what you said?"

They crashed into a work table, spilling the contents. "You said, 'Sorry, Chief, we won't be serving you tonight.'"

Kincaid grabbed a loose piece of wire and wrapped it around Proton's throat. He struggled for breath, fighting to loosen the wire. "I couldn't have gotten through all of that without you. You're my… best… friend…"

"I must…" Kincaid began to say, then trailed off. His hands began to open, releasing the wire. He shook his head as if to clear it. Then he looked Captain Proton in the eye. "You're my best friend, too."

THE CHIEF GUARD RUSHED AT PROTON, THE SHARP END OF HER PIKE AIMED AT HIS GUT.

Proton smiled, happy to have his friend back, and to be able to breathe again. They both turned to find that Chaotica had escaped during the fight, along with the robot and the mind ray. Even worse, he'd taken Constance.

Then one of the scientists stood up from where he'd been sitting with the others. "You have to stop him. He said that he's going use the amplitude modulator to create an even bigger mind control ray, one strong enough to enslave all of the people on Earth."

"He'll be going to the Fortress of Doom," said Captain Proton. "That's where he has his laboratory."

Buster nodded. "Planet X, here we come."

They returned to their rocket ship and flew toward Planet X, the dark, miserable ball of dirt that Chaotica called home. As they approached, Buster checked the scanner. "The lightning shield is up."

Captain Proton adjusted the ship's course. "Then I guess we won't be going in the front door. We'll have to set down on the planet and get in through the underground passageways."

He landed the ship in a clearing in a forested area near the entrance to the underground passageways. They had used these tunnels to get into the Fortress before. But Chaotica had now taken precautions to keep them out, by placing two guards near the mouth of the passageway. They were Lizard People, wearing metal armor and carrying long pikes – no ray guns in sight. Captain Proton and Kincaid seemed to have the advantage.

They stepped out from the trees, ray guns pointed at the Lizard People. "Stand aside and nobody needs to get hurt," Proton told them.

The chief guard hissed a laugh.

Then she told her companion, "Seize the intruders." Both guards advanced toward them.

"Have it your way," said Captain Proton, and fired at the chief guard. But to his surprise, the lizard's armor simply deflected the energy blast. Kincaid shot at another guard, with the same result. Their ray guns were useless!

The chief guard rushed at Proton, the sharp end of her pike aimed at his gut. He swiftly stepped aside to evade it. The second guard tried to impale Buster, who dashed behind a big tree.

Captain Proton spotted a large branch on the forest floor. He grabbed it just in time to block the lizard's next strike. Then, to his surprise, she opened her mouth and spat some kind of liquid at him. He instinctively raised his arm to shield his face and the spray landed on the sleeve of his jacket. The leather hissed where the venom touched it, dissolving away.

"It's poison!" he shouted to Kincaid. "Don't let it touch you."

The chief guard hissed at them. "Surrender, and we'll take you in alive."

"No deal." Proton swung the branch toward her head, but she knocked it aside with the pike. She spat at him again and he recoiled, barely avoiding the venomous spray.

Kincaid was successfully keeping the thick trunk of the tree between himself and the other guard. He picked up his own branch from the forest floor. He stopped and let the lizard get closer. As soon as his pike was in sight, Kincaid brought the branch down hard, knocking it out of the guard's hands. But as he reached out to pick up the pike himself, the guard spat venom at him, missing his face but spraying the back of his hand. Kincaid pulled back with a cry as the poison burned his skin.

Captain Proton blocked another strike by the chief guard. He swiftly dropped to the ground and used the tree branch to hit the back of the lizard's knees, knocking her off balance. She staggered back and fell. Proton struck her in the head with the branch. Then the guard lay still.

He turned to see Kincaid using his own branch to hold off the second guard. He managed to shove his scaly opponent back, putting a few feet between them. Proton aimed his ray gun at a large limb of the tree right above the guard's head. He fired an energy bolt, and the heavy limb fell, striking the lizard. Kincaid rushed forward, hitting him with the branch and knocking him out cold.

"Thanks," said Kincaid.

"Let's get moving before they come to," Proton suggested.

He led the way to the underground passages that ran under the Fortress of Doom. They moved carefully through the narrow, rocky tunnels, keep an eye out for more guards. They saw none.

Then they reached a large iron door. Working together, they managed to turn the wheel that opened the latch. Captain Proton pushed the heavy door open and they went inside the Fortress. They found themselves in Chaotica's infamous

CHAOTICA ONLY LAUGHED. "YOU'RE TOO LATE. THE MIND CONTROL RAY HAS ALREADY BEEN ACTIVATED."

Dungeon of Pain. Instruments of torture hung on the walls. Kincaid shuddered as they passed Chaotica's favorite device, the Cradle of Persuasion.

He and Proton walked through a narrow hallway and up a spiral staircase to the main level of the Fortress. Then they heard Constance Goodheart's distinctive scream.

Captain Proton ran toward the sound, with Kincaid right on his heels. They burst into Chaotica's laboratory, to find him standing beside a large device that looked like a space cannon, aimed out through the ceiling. Chaotica faced Constance, who was tied up nearby. "You'll learn to appreciate me, my dear, when you watch me turn the people of Earth into my faithful servants."

Then he spotted Captain Proton and Kincaid just inside the doorway, ray guns in hand. "Proton!" he shouted in dismay. Then he turned to Kincaid. "I ordered you to kill him!"

"Your mind control is no match for the power of friendship," Kincaid told him.

Chaotica snarled. "Maybe with one man. But what are you going to do when I enslave your entire planet?"

"Can't let you do that," said Captain Proton.

Chaotica only laughed. "You're too late. The mind control ray has already been activated. It will fire in twenty seconds."

Sure enough, they could see large red numbers, counting down from twenty. Captain Proton approached the device while Kincaid held Chaotica at bay with his ray gun. Proton pulled open an access panel. Inside, he found a bewildering tangle of circuits and wires. "Remember what the scientist told us," said Kincaid. "He needed the amplitude modulator to make it work."

"So he did." Captain Proton pulled out wires, searching for the key piece of the machine as the counter continued to tick down. Fifteen seconds… fourteen… thirteen…

Then he saw the long metal cylinder Chaotica had stolen from the space laboratory. He reached in and tried to pull it out of the machinery, but it was solidly attached. Nine… eight… seven…

"Quick! Give me a hand!" he called.

Kincaid turned away from Chaotica and hurried over. He grabbed one end of the cylinder while Proton held the other. Together, they gave a mighty heave and the component finally popped free. The clock stopped with two seconds to spare.

They faced each other with a smile of relief. "Good to have you with me," said Captain Proton.

"Always," Kincaid replied.

Then they looked back to see that Chaotica had made his escape. This time, at least, he had left Constance behind. Captain Proton untied her and she gave him a kiss on the cheek.

The three of them returned to the rocket ship and blasted off, heading back to Earth for a well-deserved rest. At least, until Jonah Quimby of the Incorporated Planets Patrol called on them again…

THE DEFINITIVE GUIDE TO...
CAPTAIN CHRISTOPHER PIKE

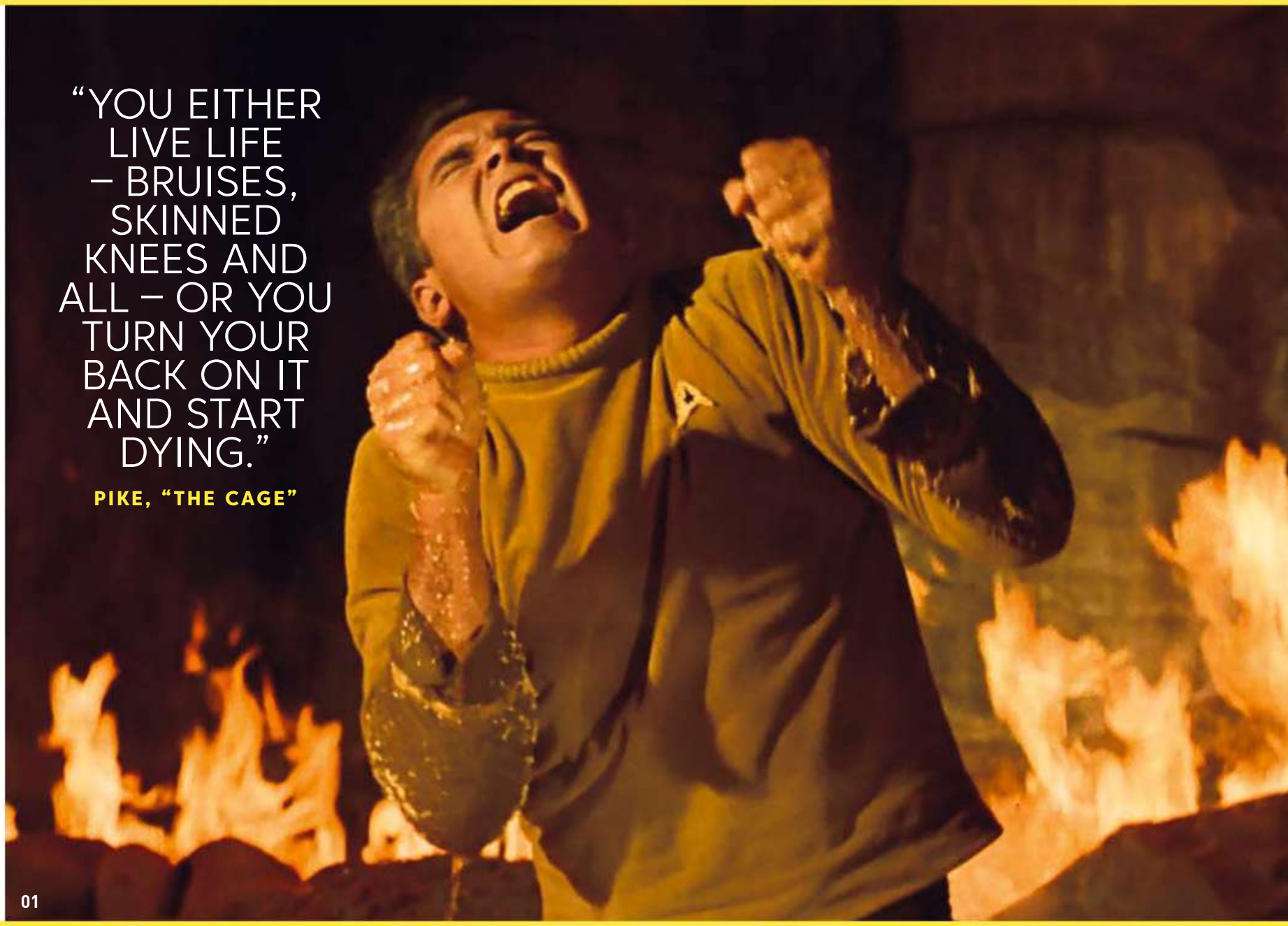
For a character who initially only featured in a television pilot which didn't even make it to air, Christoper Pike has come a long way. Back in 1966, Jeffrey Hunter's performance as Pike in the original series first-season two-parter "The Menagerie" – which repurposed footage from unscreened pilot "The Cage" – gave *Star Trek* fans a sense of a (future) history to the show beyond what they'd seen on screen, a feeling that has only intensified in recent years with Anson Mount assuming the role. With Pike gaining even greater prominence in *Star Trek: Strange New Worlds*, this is the Definitive Guide to *Trek*'s "first" captain...

WORDS: RICH MATTHEWS

Like any TV pilot episode, "The Cage" went through various incarnations prior to final production, with Captain Pike himself reflecting that process. As if searching for a metaphor to inform the original captain of the *U.S.S. Enterprise*, Pike was variously called Captain Spring, Captain James Winter, and the slightly less on-the-nose Robert April (who eventually became Pike's commanding officer). In all versions, however, he was cerebral, sensitive, and warm – the embodiment of the utopian ideal Gene Roddenberry wanted *Star Trek* to represent.

No surprise, then, that Roddenberry and TV network NBC struggled to find the right actor to play Pike. The Great Bird of the Galaxy asked *Sea Hunt*'s Lloyd Bridges to take the role, but the father of Beau and Jeff held the common – and not entirely unjustified at the time – belief that science fiction was B-movie fodder and would kill his career (ironically the reason cited by Hunter for not doing "Where No Man Has Gone Before" – more on that shortly). Still, Roddenberry knew his superior brand of sci-fi would always face an uphill struggle. Other famous names considered included *Mission: Impossible*'s Peter Graves, *Hawaii 5-O*'s Jack Lord, *Forbidden Planet*'s Leslie Nielsen, *The Untouchables*' Robert Stack, *The Asphalt Jungle* and *Dr. Strangelove*'s Sterling Hayden... and a lesser-known Canadian *Twilight Zone* actor named William Shatner...

The final shortlist sent to the network comprised James Coburn – strongly suggested by Majel Barrett, the future Mrs Roddenberry, who was set to play Number One on the show – Dan O'Herlihy, Patrick O'Neal, Tom Tyron, and Jeffrey Hunter, the latter having played Christ in Nicholas Ray's 1961 Biblical epic *King of Kings*. Further network jostling briefly threw *The Prisoner*'s Patrick McGoohan into the mix before, typically, Roddenberry went against his would-be bosses' wishes and plumped for their least favourite, Hunter, who joked that "any actor able to rule over all of Christianity could easily command a starship." Pike was the last character cast.



01

01 Pike (Jeffrey Hunter) is punished by the Talosians in "The Cage."

02 Kirk (William Shatner) quizzes a disfigured Pike (Sean Kenney) in "The Menagerie."

There have been various accounts as to why Hunter – and therefore Pike – didn't progress past "The Cage," but it was not as simple as casting a new captain due to the then-unprecedented decision by the network to commission a second pilot. Contractually, Hunter was only legally bound to play Pike if "The Cage" itself was picked up for a series, but, contrary to popular belief, Roddenberry, production company Desilu, and NBC were all prepared to accommodate and re-contract Hunter to return in new pilot "Where No Man Has Gone Before." Different versions have Hunter declining; Hunter's wife Joan "Dusty" Bartlett declining on his behalf after a screening that only she attended; Bartlett's "management" of Hunter resulting in conflict with the network and, as a consequence, their declining to pick up his contract; and the network only agreeing to pick up *Star Trek* if Hunter was recast. The most widely propagated, however, was that Hunter was flat out fired due to the behavior of Bartlett. The source of this version? William Shatner, backed up by Leonard Nimoy.

Hunter was even offered the chance to film extra scenes to turn "The Cage" into a TV movie, but again he declined, citing science fiction television as career suicide. So, Pike's initial fate – and therefore the future of *Star Trek* with James T. Kirk in the center seat – was to a large extent decided by Hunter.

DATA CORE

First appearance: "The Cage," original *Star Trek* pilot produced in late 1964, finally aired on October 4, 1988

Number of Appearances (prior to *Strange New Worlds*): 22
Prime Timeline: 3 original series episodes, 14 *Star Trek: Discovery* episodes, 3 *Star Trek: Short Treks*
Kelvin Timeline: *Star Trek (2009)* and *Star Trek: Into Darkness*

Played by: Jeffrey Hunter, Robert Herron, Sean Kenney, Bruce Greenwood (*Kelvin* Timeline), Anson Mount

CRACKING THE CODE

Sean Kenney was told by two F-16 pilots that during the Iraq War, the Air Force used a "Captain Pike code" when breaking radio silence over hostile territory: "Is that a one-beep or two-beep, Roger?" referencing how the disabled Pike communicated yes with one flash of light, no with two in "The Menagerie."

Retrospectively, *Star Trek* producer Robert Justman felt that Hunter didn't have enough energy, which became the defining characteristic of Shatner's Kirk. As Sarek actor Mark Lenard commented, "Using a straighter fellow like the original choice, the character would have been stiffer than Shatner with less of a personality." His onscreen son, Leonard Nimoy, agreed: "Hunter was more reticent and less dramatic in his acting choices, leaving Spock's maneuvering space less clearly defined." There's no doubt *Star Trek* would have been very different without the key chemistry of the central troika – hot-headed action man Kirk; logical, scientific Spock; passionate bleeding-heart Southern gent McCoy – and we should be thankful that NBC and Desilu had the wherewithal to allow Roddenberry to experiment with a second chance where everything clicked.

02

Out of the Ashes

The return of Pike and the utilization of the still un-broadcast original pilot was always bubbling away in the back of Gene Roddenberry's brain. The swirl of a now-disabled Pike under review for his actions with the possibility of returning to Talos IV began as a two-parter, "From the First Day to the Last," scripted John D. F. Black, before eventually being realised as double episode "The Menagerie" in the first season of the original series in 1966. But before "The Menagerie" could go ahead, Jeffrey Hunter remained an obstacle. Would he give permission for "The Cage" footage to be used? And would he come back to film the wraparound pieces with Kirk and crew?

From the get-go, Roddenberry and producer Herb Solow suspected the latter would be a resounding no, given that Hunter had already declined a similar approach to make a "Cage" movie, so Roddenberry hatched the plan to have an older Pike, savaged by a delta ray accident, scarred and unrecognizable, unable to talk or

PIKELINE

2202: Born, Mojave, California Earth

Stardate 3201.4: Graduates from Starfleet Academy

2245–2250: First officer aboard *U.S.S. Enterprise*, under Captain Robert April

2250: Promoted to captain of the *Enterprise*; sets out on five-year exploration mission

2254: Travels to Talos IV; first contact with the Talosians

2256–2257: The Federation-Klingon War, which the *Enterprise* is ordered to "sit out"

2257–2258: Temporary reassignment to the *U.S.S. Discovery*

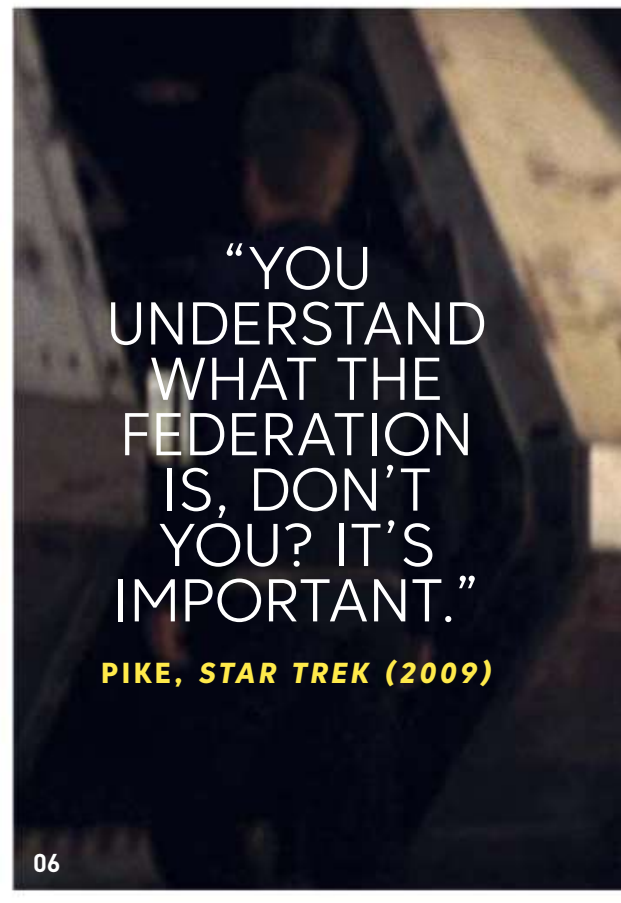
2258; stardate 1050.8: Resumes command of the Enterprise

2258–mid-2260s: Events of *Star Trek: Strange New Worlds*

Mid-2260s: Promoted to fleet captain/ commodore

2266: Disfigured and disabled by exposure to delta radiation

2267: Returns to Talos IV; Talosians create an illusion for him to live out the remainder of his life happily



even emote, and therefore playable by another actor. When it transpired that even if Hunter was willing to return there was no way the network could afford his fee for what amounted to a trumped-up guest appearance, Desilu business affairs focused on paying him off to use the existing pilot footage – which eventually he agreed to for $5,000 ($43,000 in today's money) and minimal residuals.

Now the hunt was on for the second actor to play Pike. Likeness, or "essence," was apparently key, with story editor Dorothy "D. C." Fontana actually asking original "From the First Day to the Last" scribe John Black to sit in the chair because of his eyes allegedly being like Hunter's, before jobbing unrepresented actor Sean Kenney ended up in the role after being spotted in a stage show by agent Mitzi MacGregor, who saw an immediate resemblance to Hunter. Within two weeks of signing with MacGregor, Kenney was in front of Roddenberry – or more specifically, being circled by Roddenberry and quizzed at length to ensure the actor understood that he would be under piles of make-up, wasn't allergic to latex, and would be trapped in the futuristic wheelchair for a week and only able to emote with his eyes.

Once cast, even the 24-year-old's striking resemblance didn't preclude

03 Pike awakens in a Talosian cell in "The Cage."

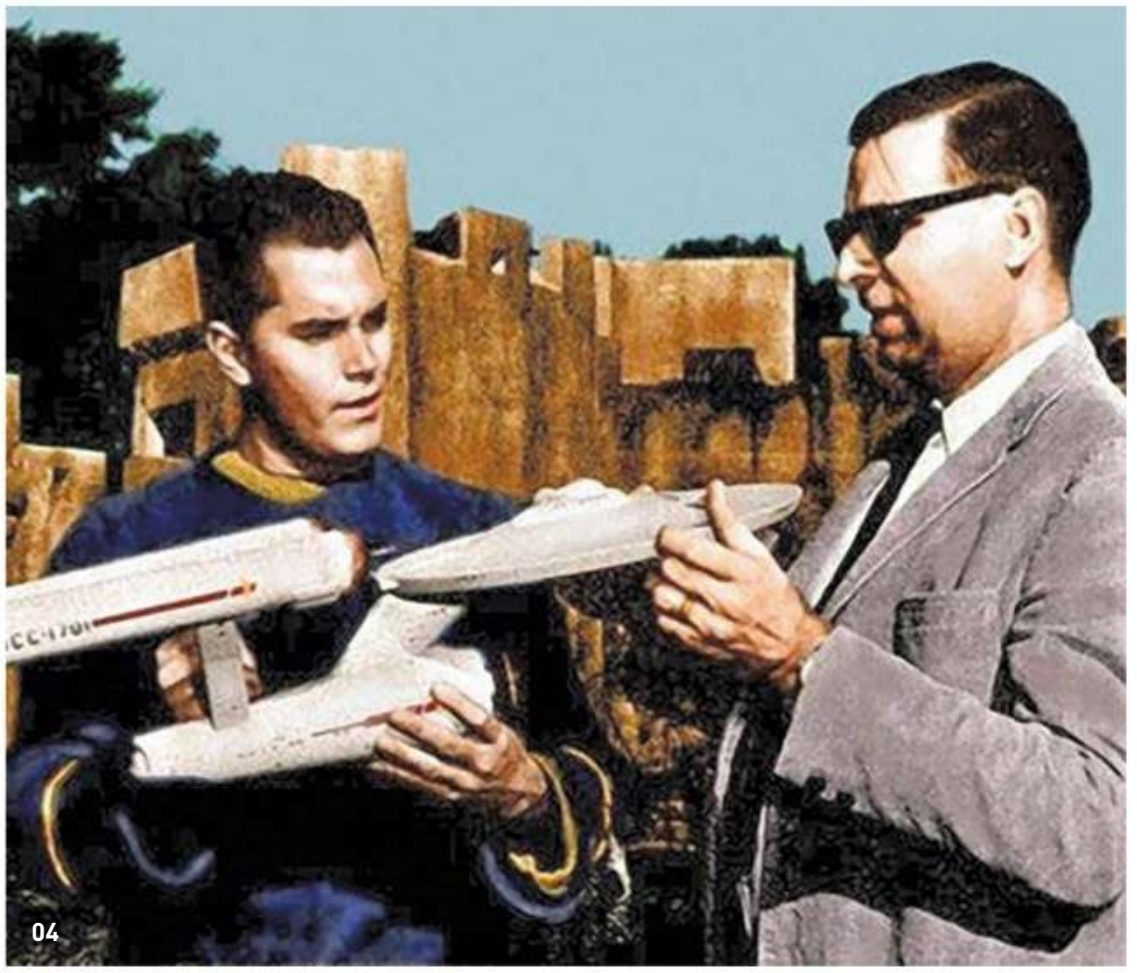
04 Jeffrey Hunter and Gene Roddenberry examine the *Enterprise*.

05 Pike overpowers a Talosian in "The Cage."

06 Bruce Greenwood portrays the *Kelvin* Timeline's Pike.

MEDAL MAN

Pike assured his placed among the legends of Starfleet, including his former captain, Robert April, NX-01 commander Jonathan Archer, Philippa Georgiou, and Matt Decker, when a medal was named after him: the Christopher Pike Medal of Valor. Benjamin Sisko was one future recipient. There was also a city named after him on Cestus III, and a shuttlecraft on board the *Enterprise*-D.



04

lots of labor-intensive work to make Kenney's Pike look startling in his disfigurement. Face castings, camera tests, taping down the corners of his eyelids… and even then, the five-hours-to-apply make-up still tended to melt under the lights, with the make-up artist finally fashioning a better scar solution from the denim of his jeans! Kenney would come to dread the make-up, and found himself unable to mix with the rest of the cast and crew due to his early start, meaning he was never seen out of make-up on set, and so no one knew what he looked like. Luckily everyone involved, from Roddenberry and director Marc Daniels down, was so pleased with the result – with some reviewers even thinking it *was* Hunter – that Kenney got cast as recurring Lieutenant DePaul in two more episodes.

THE OTHER PIKE

Even in the *Kelvin* Timeline, Pike was doomed, phasered down by Khan Noonien Singh working for the man who persuaded Pike to join Starfleet in the first place, Admiral Alexander Marcus (*Robocop* and *Buckaroo Banzai* star Peter Weller). Beyond Marcus's influence, other notable changes included Pike writing a dissertation about the *U.S.S. Kelvin* and the heroism of George Kirk in saving the rest of the crew by going down with the ship. It was Pike who dared a delinquent James T. Kirk, George's off-the-rails son, to sign up to Starfleet at the Iowa Riverside Shipyards in 2255.

In the *Kelvin* universe, there was no Talos IV, no delta waves accident, no Talosian-constructed Arcadian idyll for the tragically disabled former Starfleet officer. Pike was Kirk's first captain, aboard the *Enterprise* no less, and was part of the hearing that exonerated Kirk from his creative "solution" to the no-win *Kobayashi Maru* scenario. It was Kirk's heroics fighting time-traveling, timeline-alternating rogue Romulan Nero that saw the newly promoted Admiral Pike giving command of the *Enterprise* to Kirk. He was also the person to inform him of his demotion following Kirk's violation of the Prime Directive to save Spock's life on Nibiru, with Pike once again assuming command of the flagship… just before "John Harrison" – a.k.a. Khan, covertly working for Admiral Marcus to trigger war with the Klingons – attacked Starfleet Headquarters, killing Pike in the process. Bye-bye, alternate Pike.

Actor Bruce Greenwood was director J. J. Abrams' first choice for Pike when he was cast in 2007, giving the *Star Trek* neophyte one of his most research-intensive roles, due to the need to catch up with Pike's history and representation on the original series. He enjoyed it so much, however, that he actively lobbied for Pike's return in *Star Trek: Into Darkness*, effectively signing the *Kelvin* Pike's death warrant.

ENTERPRISING PEOPLE

Pike isn't the only lesser-known captain of *Star Trek*'s most celebrated ship...

The famous *Enterprise* captains – Archer, Kirk, Picard, and now Pike – are spotlight-hoggers compared to their less well known predecessors and successors. Pike himself served as first officer to the actual first captain of the NCC-1701, Robert April (familiar name, eh...?), who popped up in *Star Trek: The Animated Series*, voiced by Scotty himself, James Doohan. It's often forgotten that the refit *Enterprise* of *Star Trek: The Motion Picture* was briefly captained by Willard Decker (Stephen Collins) before his demotion then evolution to a higher being, and that Spock was also captain when the ship was used as a training vessel in *Star Trek II: The Wrath of Khan*.

Then of course the *Excelsior*-class NCC-1701-B was (ineffectually) commanded by John Harriman (*Ferris Bueller* and *Succession* star Alan Ruck) in *Star Trek Generations*, and we got to meet the doomed captain of the *Enterprise*-C, Rachel Garrett (Tricia O'Neil – a woman, hooray!), in franchise-watermark *Star Trek: The Next Generation* episode "Yesterday's Enterprise." Even during Picard's time in the center seat of the *Enterprise*-D, Riker took over during Jean-Luc's "Best of Both Worlds" Borg sojourn, and spiky Edward Jellico (*Robocop* icon Ronny Cox) took a turn while Picard was tortured by multi-role *Star Trek* veteran David Warner in "Chain of Command." After that, things get blurry in terms of real/alternate timelines (the 26th-Century Captain Dax from *Star Trek: Enterprise* episode "Azati Prime," for instance), but there's plenty of fodder there for more prequel series!

SPITTING IMAGE

Sean Kenney so resembled Jeffrey Hunter that 10 years after he played Pike in "the Menagerie," Kenney ran into the now-late Hunter's widow (Hunter died in 1969, aged just 42, after a series of events following a head injury resulting from an on-set explosion), Emily McLaughlin, whose face turned white when she saw the 34-year-old Kenney. "I resembled her late husband quite a bit by now. I was in my late thirties and more mature looking than when I played Pike," recounted Kenney. "I calmed her nerves and relayed the story of how Gene Roddenberry had hand-picked me to play Pike because Jeff was not available. She kept shaking her head at the strong resemblance... I often wish that I had met Jeff at some point, while he was still alive."

Re-Discovery

The third coming (fourth if you count the *Kelvin* Timeline – see The *Other* Pike sidebar) of Christopher Pike proved far more successful than either of the previous iterations. So successful, in fact, that when it was announced that Pike would not be returning to *Trek* revival show *Star Trek: Discovery* after his run in Season 2, a fan petition was instrumental in ensuring Pike's return and landing him his own spin-off, *Star Trek: Strange New Worlds*. Of course, he was helped in that regard by the show also featuring Spock (played by Ethan Phillips) and Number One (now called Una, and played by Rebecca Romijn), and by it being the first *Star Trek* series in nearly 20 years to be set aboard the *Enterprise* – and not the A, D, or NX-01 either; THE *Enterprise*, Kirk's NCC-1701, *Constellation* class.

07 Kirk, Mendez (Malachi Throne), and Pike at Spock's court martial in "The Menagerie."

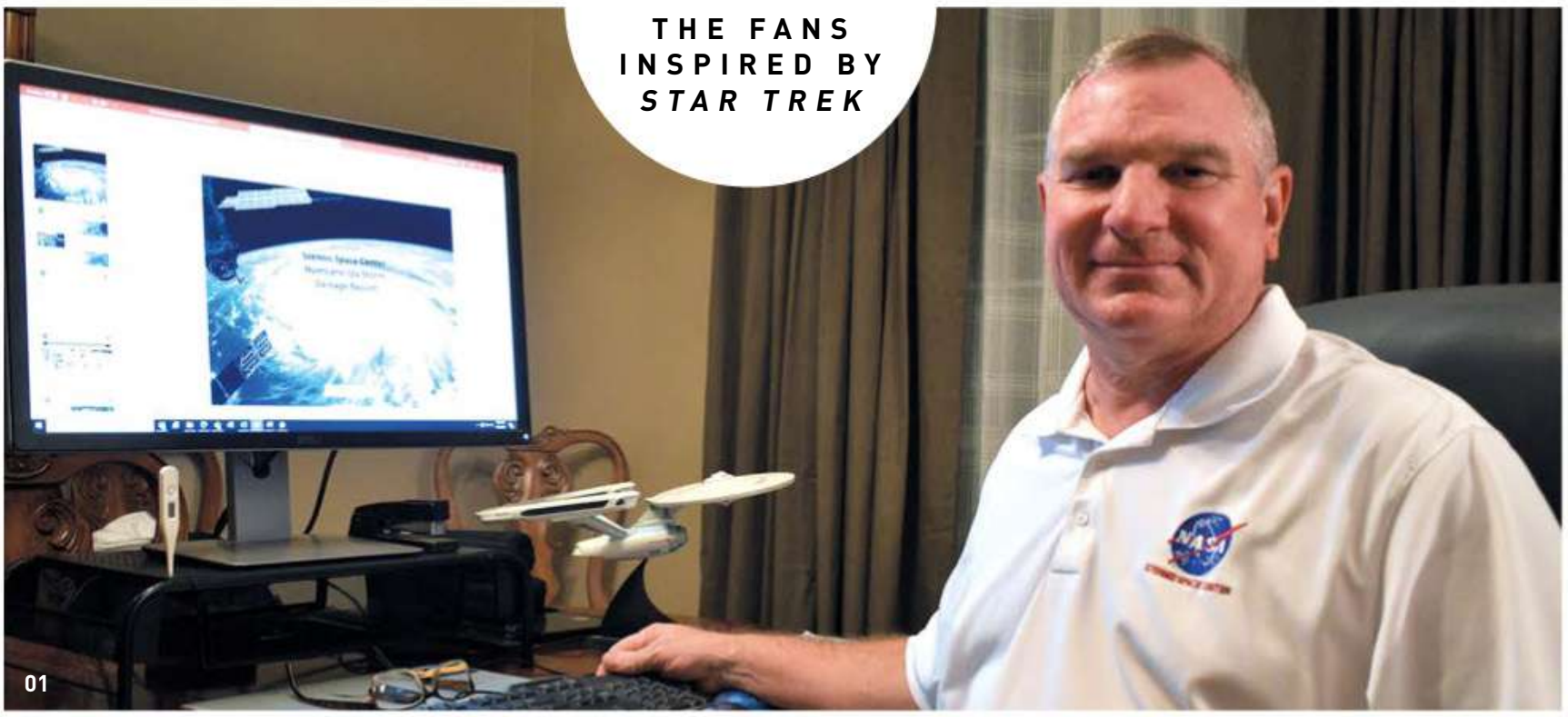
08

▶ Regardless of his famous command, however, both the casting and reception of Anson Mount as Pike on *Discovery* was smooth sailing. He was popular with audiences from the get-go, with many viewers and critics singling out Mount’s “charm, intelligence, gravitas and authority” as the best thing about Burnham and co.’s sophomore year. Fans even loved the new version of the *Enterprise* and the reimagining of original series colorful uniforms in pseudo-*Discovery* style. As befitted an adjunct assistant professor who teaches audition technique at Columbia University, Mount’s assumption of the role was notable for its lack of drama, segueing seamlessly from his previous high-profile role as Black Bolt in the short-lived ABC TV version of Marvel’s *Inhumans*, and following on from dozens of guest spots in numerous famous series, including *Ally McBeal*, *Sex & The City*, *Smallville*, *CSI*, *Lost*, and *Law & Order*.

The result of Pike’s return – including flash forwards to his tragic future – is nothing short of the most anticipated new *Star Trek* series in years, building on the momentum of *Discovery*, *Star Trek: Picard*, *Star Trek: Lower Decks*, and *Star Trek: Prodigy*, while also suggesting *Strange New Worlds* may mark a return to *Star Trek* of old – of weekly individual stories of exploration and first contact. Pike does remain doomed to that scarred, wheelchair-bound fate, which gives him a shelf life; but the character is finally as viable and vital in Mount’s hands as the Great Bird imagined Pike six decades ago. We’re about to learn a whole lot more about Christopher Pike, something about which we’re very excited. The leading man-turned-curiosity is once again back in the spotlight, where he belongs.

08 Pike (Anson Mount) commands an embattled *Enterprise* in *Star Trek: Discovery*’s “Such Sweet Sorrow, Part 2.”

THE FANS INSPIRED BY *STAR TREK*



01

Aerospace: The Final Frontier

Troy Frisbie

For more than half a century, *Star Trek* has been inspiring fans to embark on their own continuing missions of creativity, whether it be as artists, engineers, writers, or rock stars. Talented Trekkers talks to prominent figures whose lives have been energized by the final frontier.

WORDS: MARK PHILLIPS

01 Troy Frisbie at his desk, accompanied by a model of the *Enterprise*.

Imagine as a child seeing a performance so chilling that, years later, when you have the opportunity to meet that same actor at a *Star Trek* convention, you're hesitant to do so. But when Troy Frisbie gathered up his courage and did just that, it turned out to be "an interesting emotional experience"…

More on that later. First, some background. An Aerospace Technologist for NASA, Troy Frisbie has integrated his passion of being a *Star Trek* fan with his extraordinary real-life work at NASA. His interest in *Star Trek* began as a young boy in the 1970s. "I was first exposed to *Star Trek* through my mother when *Star Trek* was in syndication," he recalls. "She was a huge science fiction fan. At an early age, I was drawn to the show by the *Starship Enterprise* – because it was cool looking – and the concept of visiting strange new worlds and seeking out new life and civilizations.

"My earliest memories are of the Gorn from 'Arena,' the Horta from 'The Devil in the Dark,' and the salt sucker from 'The Man Trap.' However, the one 'alien' that etched into my memory was Charlie Evans from 'Charlie X,' played by Robert Walker. That character flat out scared me to death as a young boy. Charlie made people disappear with a mere thought and actually erased someone's face! That truly frightened me."

Later on, the show's other elements took hold. "As I grew older I started to appreciate the characters and writing more. The time travel element from 'Tomorrow Is Yesterday' and 'The City on the Edge of Forever' truly fascinated me. I also became a fan of Captain Kirk's decisiveness – as in 'Balance of Terror' – and learned a thing or two about leadership. Just to note," Frisbie adds as an aside, "the lessons in leadership did not include punching somebody! I also started to understand the humor in the show and the dynamic of the Kirk, McCoy, and Spock characters more."

His interest extended to *Trek*'s later incarnations. "In college we had 'watch parties' for *Star Trek: The Next Generation*, where me and my fellow math and engineering majors would religiously watch the show and then discuss everything from time travel to warp drive – really special and fun times!

"However, the moment that cemented in my mind was the end of my favorite episode, 'The City on the Edge

of Forever.' This episode is the epitome of *Trek*, where everything comes together for a special experience: great story, great writing, great dialog, great characters, and great acting. To this day, even though I have watched this episode countless times, it still gives me chills at the end when McCoy, after watching Edith Keeler die, states, 'Jim, do you know what you just did?' and Spock replies somberly, 'He knows, Doctor. He knows.' That was a – if not *the* – pinnacle moment for me and *Star Trek*."

Talking Trek

Frisbie has also enjoyed talking to many of the cast and guest stars at various *Star Trek* conventions. He was even quoted during one convention in the *Los Angeles Times* paper in 2005.

"I knew a lot of these actors were getting older, and I wanted to meet them before it was too late. I also wanted to make a point to let some of them know how big an impact *Star Trek* had on me as a youth. I had a chance to meet William Shatner [Kirk], Nichelle Nichols [Uhura], George Takei [Sulu], Grace Lee Whitney [Chapel], Walter Koenig [Chekov], and Majel Barrett [Number One]. I also met nearly all of the *Next Gen* crew, as well. All were very nice, and it was a great experience.

"George Takei is probably the one that stands out the most. He said something to me that I will never forget. He asked me what I did, and I told him that I worked for NASA and how the show inspired me as a youth. He replied, 'What I did was fiction; what *you* do is the real thing, and *that* is the real inspiration.' Wow! He was very kind and was sincere, and what he said is correct. I know how NASA inspired me as a kid, and when I attend science fairs or other school events, I always keep that in mind to try to 'inspire the next generation.'"

"I HAVE SAT AT THE CONTROL SYSTEM OF VOYAGER, MET APOLLO ASTRONAUTS, AND MET THE CAST OF *STAR TREK* – HOW BLESSED IS MY LIFE."

And while Frisbie also spoke with guests like Gary Lockwood (Mitchell, "Where No Man Has Gone Before"), Michael Dante (Maab, "Friday's Child"), and Joanne Linville (Romulan commander, "The Enterprise Incident"), there was of course that encounter with the actor who had made such an impression on him as a child. "Robert Walker was – by far – the most memorable experience just because of the intimidation factor," he says of the "Charlie X" guest star. "I was surprised it stirred up those emotions from the show – this was Charlie! Here I was, a grown man, and I literally avoided him all day. Finally, I worked up the courage to go speak with him. After introducing myself, I told him his character just freaked me out as a kid and how intimidated I was to walk up to him. He laughed it off and said that he still got that from time to time. He was a very personable, and we had a good conversation afterward."

02 Kirk struggles with the Gorn in 'Arena,' one of Troy Frisbie's earliest memories.

Props and Sets

Frisbie wishes he could have spoken to such legendary production people as Robert Justman and Matt Jefferies. "I have built props for a wide variety of things, ranging from Halloween, to my son's high school marching band shows, to his college fraternity skit shows. I really appreciate what it takes to put on a production, and I would love to have talked to someone with firsthand experience and to hear some stories on the design process and what was going on while constructing the sets."

And as a nod to *Star Trek*'s location filming, Frisbie recalls, "I was traveling from NASA Armstrong Flight Research Center to the Jet Propulsion Laboratory in Pasadena and happened to notice a large rocky structure near the highway that looked strangely familiar. It was Vasquez Rocks – where Kirk fought the Gorn! I always wanted to climb that hill! So, I pulled off at the exit, drove into the park, and climbed the hill to the top! Another life experience and bucket list item accomplished."

Fictionally speaking, Frisbie observes that for him "the most remarkable device featured on *Star Trek* is the transporter system" (warp drive ranks as a close second). "Deconstructing and reconstructing inanimate objects would be truly amazing. Deconstructing and reconstructing complex living organisms is a whole different level. That level of technological advancement and the variables it would have to consider is just staggering."

He says *Star Trek*'s impact on his life was substantial. "NASA's Apollo Program, NASA's Voyager spacecraft, and *Star Trek* are the three things that I always tell people were strong influences in my young life that gave me the desire to work for NASA." He feels *Star Trek* showed a terrific future for humankind. "It was a truly optimistic look at the potential of what humankind can do if we put our minds to it."

Indeed, for him, one of the most exciting developments in the real space world was the recent launch of the James Webb Space Telescope (JWST). "This telescope will show us the universe as we have never seen it. Similar to what the Hubble Space Telescope did when it first started sending images of the universe, JWST will expand our knowledge in exoplanets and teach us more about the origins of the planets in our solar system, which is extremely exciting and very '*Star Trek*.'"

03 Frisbie shakes hands with George Takei.

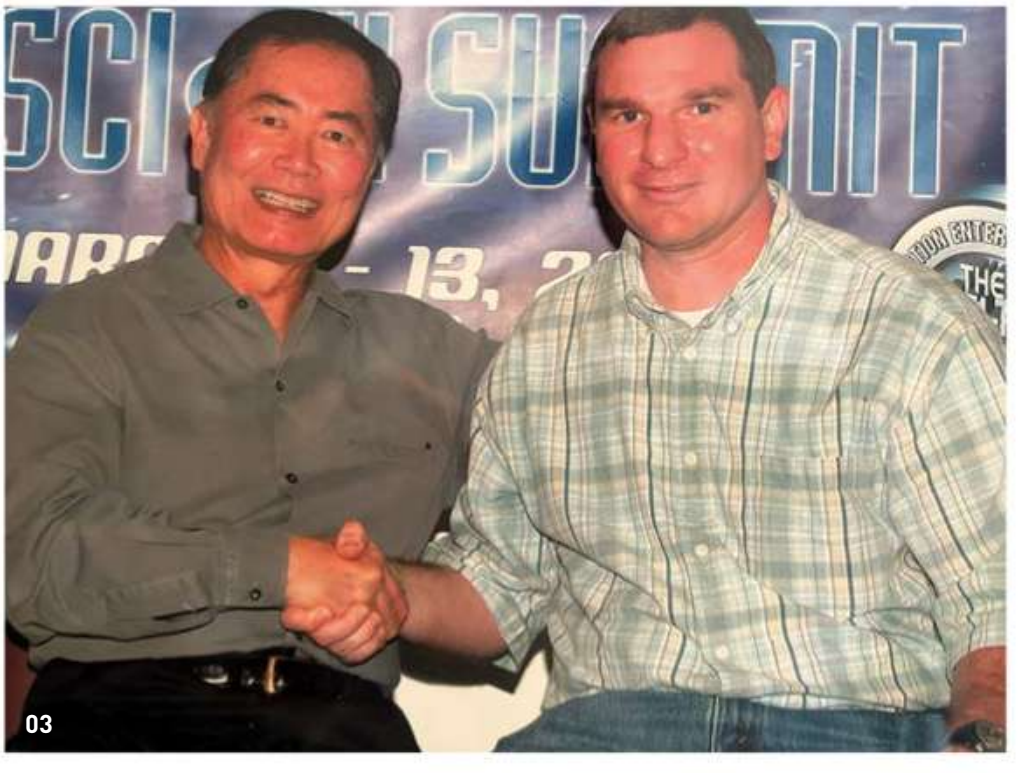
Inspirational Tech

Frisbie remains a dedicated Trekker to this day. "Besides the characters and writing, the technology featured on *Star Trek* was always inspiring – probably starting with the *U.S.S. Enterprise* itself. What made this ship special was not only the technology but also the cohesive team that operated her. One thing that you constantly hear at NASA is that we are a team and a 'family' – how we work together and support each other. Sure, we may disagree on some things, but in the end, it is the mission that needs to be a success, and we work to find those answers to problems in order to make it a success. That team dynamic is as real at NASA as you see it on *Star Trek* and I am proud to be a part of it.

"About five years ago, I was one of 25 people NASA-wide selected to participate in a NASA leadership program. As part of the program, I chose to go to the Jet Propulsion Laboratory in Pasadena, California. The one program I wanted to meet personnel for was Voyager. When asked, 'Why Voyager?' my response was that Apollo, Voyager, and *Star Trek* were my inspirations to work for NASA. So, I have now sat at the control system of Voyager, met Apollo astronauts, and met the cast of *Star Trek* – how blessed is my life that I got the chance to meet the people/things that inspired me as a kid! The only "bucket list" item I have not achieved is to be an extra on the *Enterprise* itself!"

During his 10 years as the Construction of Facilities (CoF) Program Manager for Stennis Space Center, Frisbie developed the processes, methodologies, and team used to identify mission critical projects years in advance. And while serving as the manager for the Hurricane Katrina recovery efforts at Stennis Space Center, that program "made numerous repairs from that devastating storm and also put measures in place to help mitigate damage from future storms. Because of the above efforts, I was asked to serve as an instructor/mentor for the agency to teach these processes and methodologies to the CoF community throughout NASA. I am very proud how this program, and my team grew from literally nothing to a leading program at NASA.

"I have recently been asked to serve as chief-of-staff and legislative affairs liaison for our center director. In this new role, my job transitions from a Chief Engineer Scott role to more of an Ambassador Spock role. In this new role, I will serve as the primary liaison between NASA Stennis Space Center and the local community, as well as our elected officials. I have only been in the new position for about two months but look forward to seeing where this role takes me."



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THE LONG AND THE SHORT OF IT

In The Neutral Zone, we present a pair of expert *Star Trek* fans with an aspect of *Trek* lore to debate, and then get them to pick sides!

With *Star Trek: Strange New Worlds* adopting an episodic structure, and *Star Trek: Discovery* and *Star Trek: Picard* leaning into longer narrative arcs, we asked our deliberating duo this question:

Which type of storytelling best suits *Star Trek*: season-long arcs or individual-episode tales?

In for the long haul:
MICHAEL CLARK
Short and sweet:
BUNNY SUMMERS

01 Raffi (Michelle Hurd) and Picard (Patrick Stewart) in "The Star Gazer," at the start of *Picard* Season 2's arc.

MICHAEL CLARK: For me, Bunny, I prefer longer story arcs when it comes to watching *Star Trek*. I grew up watching the original series and *Star Trek: The Next Generation*, and both of those were episodic; while there might be mentions of previous events, or returning characters, most episodes were self-contained and did little to develop characters or enhance the narrative. But with those two shows, I didn't know any better – it wasn't until *Star Trek: Deep Space Nine* that my eyes were opened to the possibilities of longer arcs within *Star Trek*.

BUNNY SUMMERS: *Deep Space Nine* set the bar for allowing the audience to go on a journey with our beloved characters. However, *DS9* was very much a one-off when it came to being appreciated. It's taken 25 years for a large percentage of viewers to give it the praise it so rightly deserves for boldly taking a different route. But while I applaud this, and I do have to say that *DS9* is my favorite *Star Trek* show, I don't think it's the best series in terms of viewer access. The long plots and complicated character relationships made it very difficult at times for the casual viewer to jump in, and that's not a great thing for ratings.

MC: *DS9* showed us a new way to enjoy *Star Trek*. Perhaps it was being set on a space station rather than a starship that made longer story arcs possible, but we actually began to see stronger storytelling and better character development. We started to see the consequences of characters' actions from previous stories. How often had we seen a character in *TNG* go through a grueling time and then the next week everything was OK again? Take Captain Picard, who was tortured in "Chain of Command," only to suddenly be

#STETheNeutralZone
Head to The Neutral Zone to add your opinion to the debate. Follow **@StarTrekMag** on Twitter, **@StarTrekMagazine** on Facebook, or email **startrekmagazine@titanemail.com**

02 An episodic approach for the *Strange New Worlds* crew.

back to his normal heroic self in the next episode. *DS9* took us on a long journey with each character – such as Major Kira, who at the beginning of the series was suffering from post-traumatic stress: over seven years we saw her grow and begin to move on from the horrors of the occupation and her role in it. This was gripping television. Story arcs make us more invested in shows and characters – we want to see them grow, we want to see them overcome adversity.

BS: *DS9* was bold, but you have to acknowledge that great character and show development can happen in a single episode when the writers get it right. The first *Star Trek* I watched was *Star Trek: Voyager*, which overall had an ongoing arc. But this didn't cut into each episode, and to a large extent *Voyager* episodes stood alone. Some of them proved to be just as great as a two, three, or more episode arc. Take for example "Thirty Days" or "Counterpoint," which provided great in-depth looks at individual characters. And then you had episodes like "Timeless" or "Infinite Regress," which simply knocked it out of the park. These were fantastic episodes that contained plot and character development all in the space of 42 minutes. Even *Star Trek: Enterprise* episodes like "The Andorian Incident" stood apart and were better than being drawn into a long, ongoing arc.

"STORY ARCS MAKE US MORE INVESTED IN SHOWS AND CHARACTERS – WE WANT TO SEE THEM GROW, WE WANT TO SEE THEM OVERCOME ADVERSITY."

MC: The way we watch television has changed and so has *Star Trek* as a result. We no longer have seasons with 26 episodes and in some cases 26 separate stories; we have seasons with between 10 and 13 episodes, like *Picard* and *Discovery*. For me, this change has made the storytelling more focused and has encouraged longer arcs. While *DS9* worked as a longer arc, at times it could be confusing or frustrating for anyone joining midseason, and they might be put off. But when you only have 10 or so episodes, you are more inclined to get involved and start from the beginning – and, of course, with streaming services you can easily go back and watch any you missed or "binge watch" them all in one go.

BS: You're right, streaming services have changed the way people are watching shows now, but we as a society are busier than ever and more distracted with technology while we watch. You can go back and watch full arcs but people no longer have the time or the attention. If you have an hour spare, what would you choose to watch – the first episode of a five-part arc, or a one-shot wonder, such as the fantastic, self-contained "Cause and Effect" from *TNG*? For me it would be a one-off episode.

MC: I feel that because of longer story arcs, I have enjoyed *Star Trek* more. With a longer narrative we can explore the human condition in a more creative way. *Star Trek* has moved with the times and this kind of storytelling can only attract new viewers while refreshing the brand for those of us who have been with it for such a long time.

BS: *Star Trek* has explored different ways of presenting stories to its audience, but at the end of the day, more fans love to be able to dip in and out, and feel it's easier to keep up with the episodic style that the original series and *TNG* did so well. Even with the shorter seasons that have been brought to us by *Discovery* and *Picard*, some fans still find the overarching plot of a 10–13-episode season can lag in places and can even become boring. Let's see if *Strange New Worlds* can recapture those people's attention and imagination. Hit it!

TREK THROUGH LIFE

FANDOM AT THE FINAL FRONTIER!

WORDS: JAY STOBIE

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COSPLAY COLLECTIVE

Assimilating knowledge and stories from *Trek* fandom's finest costumers...

The Captain's Chair

New York-based fan Lawrence Neals has loved *Star Trek* since he stayed up past his bedtime to catch midnight broadcasts of the series at the age of eight. "[*Star Trek*] was a group of diverse people who worked together to share their strengths and support their weaknesses, who used thoughtful and intelligent ways of trying to solve problems," remarks Lawrence.

"As someone who felt very isolated at times in my youth, the crew of the *Enterprise* were the comfortable, non-judgmental friends I didn't have in reality," says the cosplayer. "The ideals of the show have always inspired me to be my best, as best I can." Whether wearing his original series (photo by Cassandra Neals) or *Picard*-era (photo by Gabriel Reyes) captain's uniform, Lawrence shares *Star Trek*'s utopian values wherever he goes.

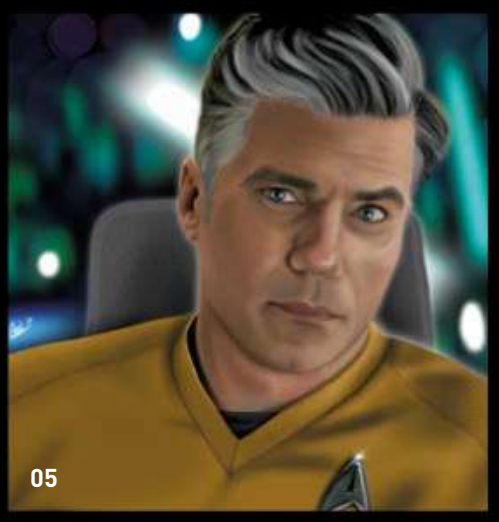
Make It Sew

"I grew up watching *Star Trek*," proclaims Meghan, a fan who has been cosplaying since 2017, "and the crews of the *Enterprise*, *Voyager*, and *DS9* have always been very dear to me!" Meghan was particularly drawn to the goodness, strength, and loyalty that Data exhibited throughout *Star Trek: The Next Generation*, a fascination that prompted her to acquire a new skill. "It was in fact *Star Trek* that inspired me to learn to sew so I could make my very first cosplay: a gender-bent Data."

Meghan then worked her creative magic to cosplay as Lieutenant Talas, Commander Shran's number one. "Who doesn't like Andorians? Well, Vulcans, maybe," jokes Meghan. However, the intrepid fan considers Starfleet science officer Jadzia Dax to be her favorite cosplay subject. "There's something about her that's just inexpressibly lovely and I always have fun when I get into my duty jumpsuit!"

QUANTUM ARCHIVES

Chronicling the creativity of *Star Trek* fans through art, crafts, and more!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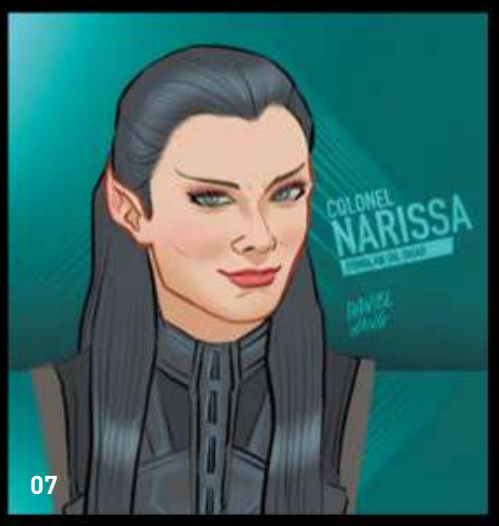

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A Bold New Enterprise

"To me, Anson Mount is the perfect Christopher Pike. He combines the cerebral and cunning approach of Jeffrey Hunter with the fatherly charm of Bruce Greenwood," says Thomas Liegl of the *Star Trek: Strange New Worlds* captain. "Ethan Peck was one of the biggest surprises to me. His portrayal of my favorite half-Vulcan was smart, graceful, and showed a vulnerable side of Spock that I really appreciated."

The German fan artist applied his craft to demonstrate his appreciation for the characters' deeds in *Star Trek: Discovery*'s second season, as well as for their upcoming adventures in *Strange New Worlds*. "Painting is a love language and the perfect way to express my excitement for seeing these two fantastic characters and actors again."

A Romulan Representative

"You have to hand it to Rizzo, or shall I say Colonel Narissa of the Romulan Tal Shiar, for infiltrating Starfleet and rising to the rank of Lieutenant," observes Daniel Wang. The Singaporean fan artist recognized the talent of Peyton List, the actor who brought both Rizzo and Narissa to life on screen, who managed to convey the perfect mix of cruelty and ruthlessness.

"I drew Narissa/Rizzo as I could not get enough of the character and there is just not enough fan art of her," explains Daniel. "I lost count of the number of times I paused the show to examine Rizzo's Starfleet uniform and Narissa's Tal Shiar costume. The bright yellow is such a stark contrast from the black favored by the Romulans."

01 Lawrence Neals on the *Enterprise* bridge.

02 Mehgan as Tallas...

03 ...and as Data.

04 Lawrence as a *Picard*-era captain.

05 Thomas Liegl's renditions of Pike...

06 ...and Spock.

07 Daniel Wang's drawings of Narissa...

08 ...and Rizzo.

09 Amazon Watch Associate Director Paul Paz y Miño.

09

THE IDIC AWARD

Honoring fans who demonstrate *Star Trek*'s idealistic values in real life.

As the Associate Director for Amazon Watch, a human rights and environmental organization, Paul Paz y Miño works in solidarity with indigenous communities across the rainforest to protect their lives, cultures, and the forest itself from destruction.

An avid fan whose *Star Trek* roots instilled in him a passion to advocate for human rights and environmental justice, Paz y Miño continues to take inspiration from the show's message, characters, and many *Trek* actors themselves. "Much like the Federation of *Star Trek*, I believe communities across the globe must join together for mutual support in the existential struggle to protect our global climate," states the activist.

SUBSPACE LINKS

Establishing connections and friendships via a shared love for *Star Trek*.

The Search for Spock

"I was watching the family console TV in September of 1966 when *Star Trek* premiered," remembers Bonnie Moss. "I figuratively and literally grew up during those three years it was initially on the air." Bonnie found hope in *Star Trek*'s message that humanity would endure and grow to respect diversity, live peacefully, and seek out new life and new civilizations. She felt a particular connection with the personal conflict experienced by Spock as the science officer sought to find his place in the galaxy, prompting her to collect Spock memorabilia and link up with other *Trek* aficionados through numerous fan clubs.

Bonnie finally met Leonard Nimoy in 1979, and for the next 35 years the two kept in contact. "One always hopes that meeting someone you've admired for years will not be a disappointment; he wasn't… I found that he always exhibited more interest in what I or other fans were doing than in talking about himself," says Bonnie. "I miss Leonard tremendously, but his talents, generosity, and inspiration remain with us."

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OBSERVATION LOUNGE

Star Trek cast-members brief fans about their passions, projects, personal hobbies, and more.

Rachael Ancheril on Environmentalism

Best known to *Star Trek* fans for portraying Commander Nhan in *Star Trek: Discovery*, Rachael Ancheril found a connection in her dedication to environmentalism and the series' mycelium-based propulsion system. "I watched the documentary *Fantastic Fungi*, which taught me how [the mycelium network] converts decay and very likely dangerous waste into something that is healthier for the planet," she recalls.

"As opposed to it being something that felt 'sci-fi' and a disconnect as it was 'on screen,' little did I know how connected and rooted in reality it really is. I can understand when people start learning about this network, why it becomes such an embedded fascination. It's very mind-

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opening when you realize how little we know about our own planet. The more we know perhaps, the better we will take care of our home.

"In *Star Trek*, it doesn't matter what species you are or where you come from, you're accepted. Maybe not always *loved*, but accepted," shares Rachael. "Right now, I think we're missing that interconnectedness with our planet and all the other species that live here. We're all, every being, a spoke on the wheel!" The actor attributes her own attachment to animals and the environment to the joy she felt growing up in the country, an aspect that informed her decision to become a vegan.

From wearing shoes made out of cactus leather to utilizing natural beauty products that are not tested on animals, Rachael remains vigilant about the ways in which her daily activities can affect the environment, both locally and globally. "I really believe in the saying, 'Be the change you wish to see in the world.' I felt I didn't have the right to opine if I wasn't walking the walk myself. I'm very cautious about what we consume and bring into our home and what the products we use leave behind."

AWAY MISSIONS

Reporting on fan encounters with *Star Trek* celebrities.

Connecting with Culber

Lajos Csendes, a Hungarian artist and designer, became a *Star Trek* fan while watching *Discovery* with his boyfriend, Gregory. The couple ventured to *Destination Star Trek* in London, where Lajos dressed as a Nibiran to meet actor Wilson Cruz. "When [Wilson] saw me far away from the table he was waving for me and I was overwhelmed," explains Lajos. "He was so kind, smiling constantly, and he said my costume [was] so cool and creative. He [made] this very special day even better."

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A Journey for Janeway

The recent trip to *Destination Star Trek* had special meaning for Elika Ashoori and her family. According to Elika, her father is a devoted Trekkie who has been held as a political prisoner in Iran for over four years. "We couldn't pass on the opportunity to take a photo with Kate Mulgrew, [who portrayed] one of my dad's favorite captains." Elika plans to give the photo to her father upon his return home. "We enjoyed our time and made sure to cherish and remember every moment in order to tell my dad about it when he's back."

16

10–12 Bonnie Moss meeting Leonard Nimoy over the years.

13 Rachael Ancheril as Nhan.

14 Lajos Csendes meets Wilson Cruz.

15 Elika Ashoori with Kate Mulgrew.

16 A solo pose for Lajos in his Nibiran costume.

BY CALUM COLLINS

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01. MEDAL OF VALOR
02. ENTERPRISE
03. NOONIEN SINGH
04. NUMBER ONE
05. MENAGERIE
06. RED ANGEL
07. DELTA RAY
08. ORTEGAS
09. THE CAGE
10. HEMMER
11. M'BENGA
12. UHURA
13. SPOCK
14. PIKE
15. TALOS

0 – 10: *BEEP* Delta wave radiation is no joke!

11 – 20: You'll be going to Strange New Worlds in no time!

21 – 30: A Talosian Paradise awaits!

To Boldly Quote

"Do not covet thy neighbor's starship, commander. Besides, we've got the new uniforms."
-Christopher Pike

"Cheeseburger. Fries. Habanero sauce."
-Una (Number One)

"History will not provide an answer to your query, doctor. Instead you should be asking me, 'How is it I can remember tomorrow?'"
-Spock

Spock the Difference

Wordsearch

Answers: Score 1 point for each correct answer.

SPOCK THE DIFFERENCE

The Talosians can create all manner of illusions to deceive Captain Pike... but can you spot the five differences that give them away?

TO BOLDLY QUOTE

DISCOVERY BROUGHT BACK SOME BELOVED CHARACTERS AND THEIR WORDS OF WISDOM (AND THEIR REPLICATOR ORDERS!). CAN YOU FILL IN THE BLANKS FROM THESE ICONIC PHRASES?

"DO NOT COVET THY NEIGHBOR'S _____, COMMANDER. BESIDES, WE'VE GOT THE NEW _____."

CHRISTOPHER PIKE

"CHEESEBURGER. FRIES. _____ SAUCE."

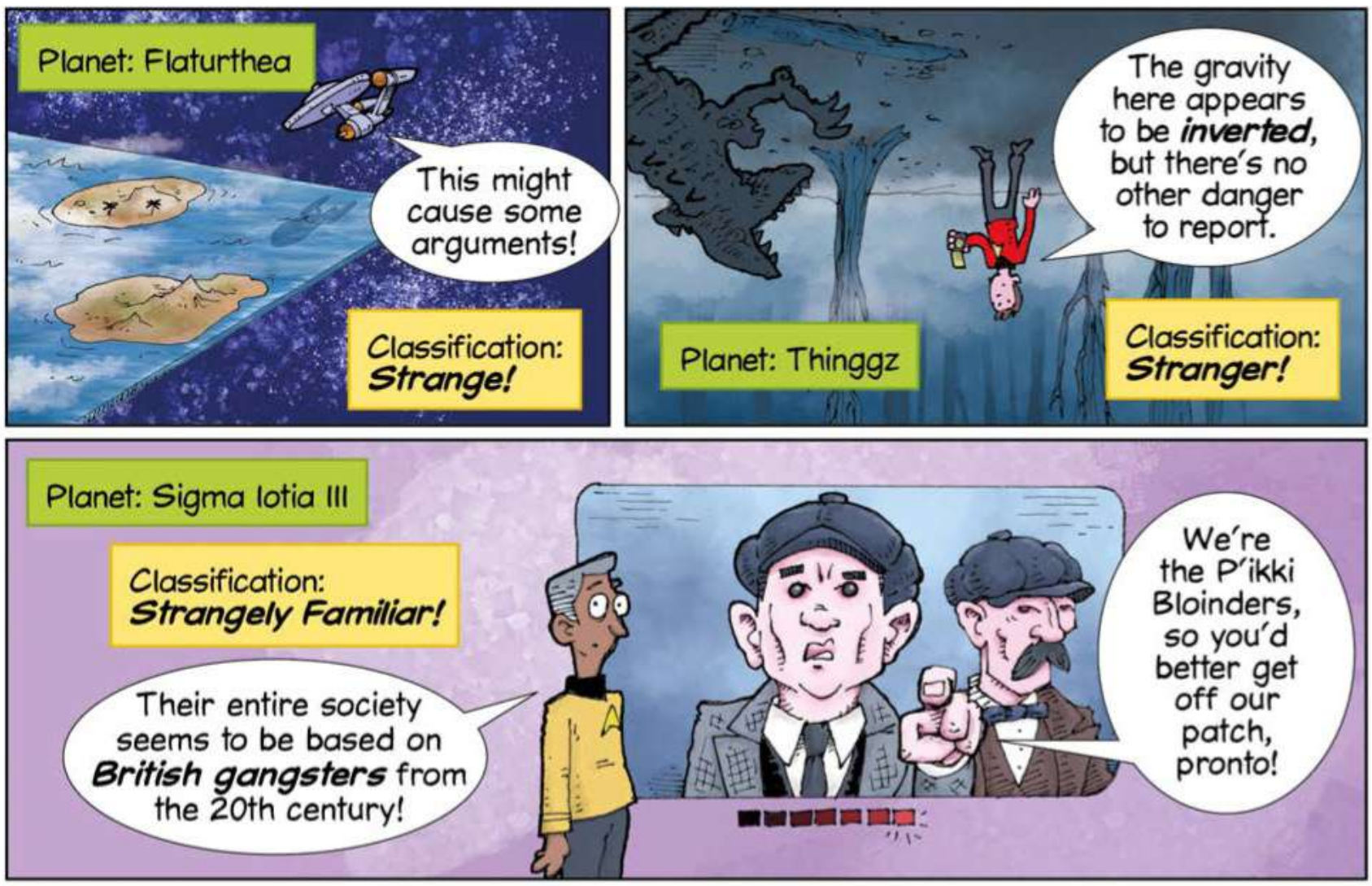
UNA (NUMBER ONE)

"_____ WILL NOT PROVIDE AN ANSWER TO YOUR QUERY, DOCTOR. INSTEAD YOU SHOULD BE ASKING ME, 'HOW IS IT I CAN REMEMBER _____?'"

SPOCK

THE WARPED FACTOR: Seeking Out *Strange New Worlds* (and How to Classify Them!)

by Coop


Planet: Flaturthea
This might cause some arguments!
Classification: Strange!
The gravity here appears to be inverted, but there's no other danger to report.
Planet: Thinggz
Classification: Stranger!
Planet: Sigma Iotia III
Classification: Strangely Familiar!
Their entire society seems to be based on British gangsters from the 20th century!
We're the P'ikki Bloinders, so you'd better get off our patch, pronto!

STAR TREK EXPLORER

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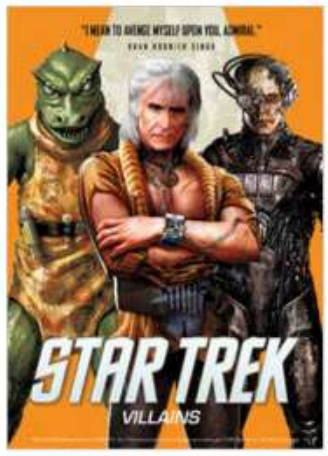

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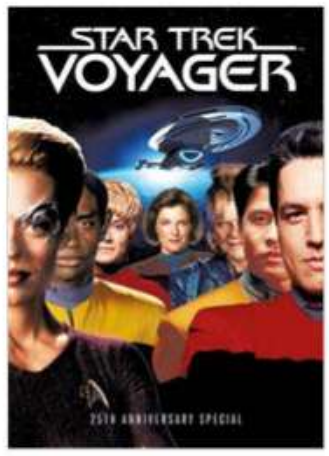

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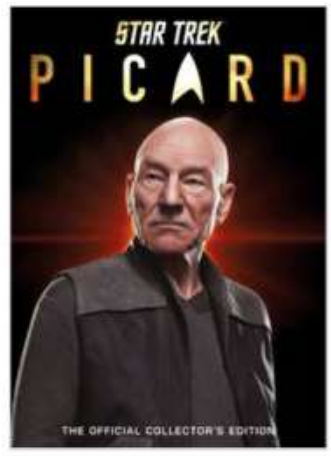

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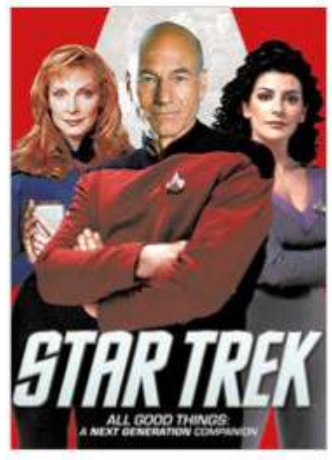

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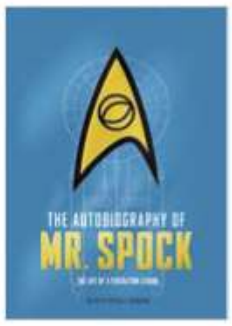
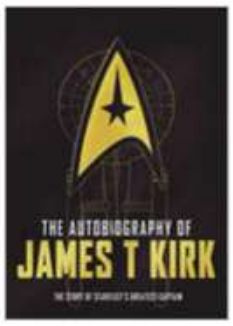


The Autobiography of Mr. Spock



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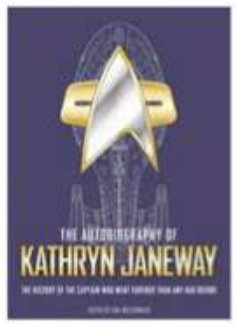
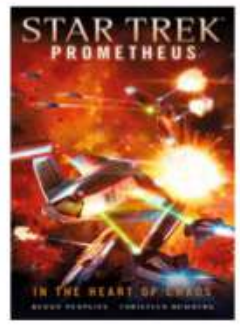


The Autobiography of Kathryn Janeway

The Autobiography of Jean-Luc Picard



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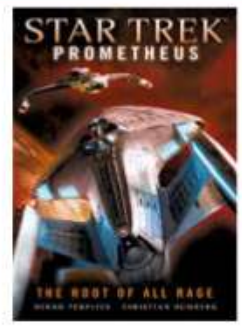

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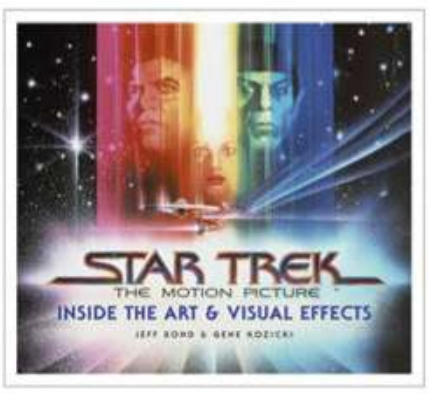

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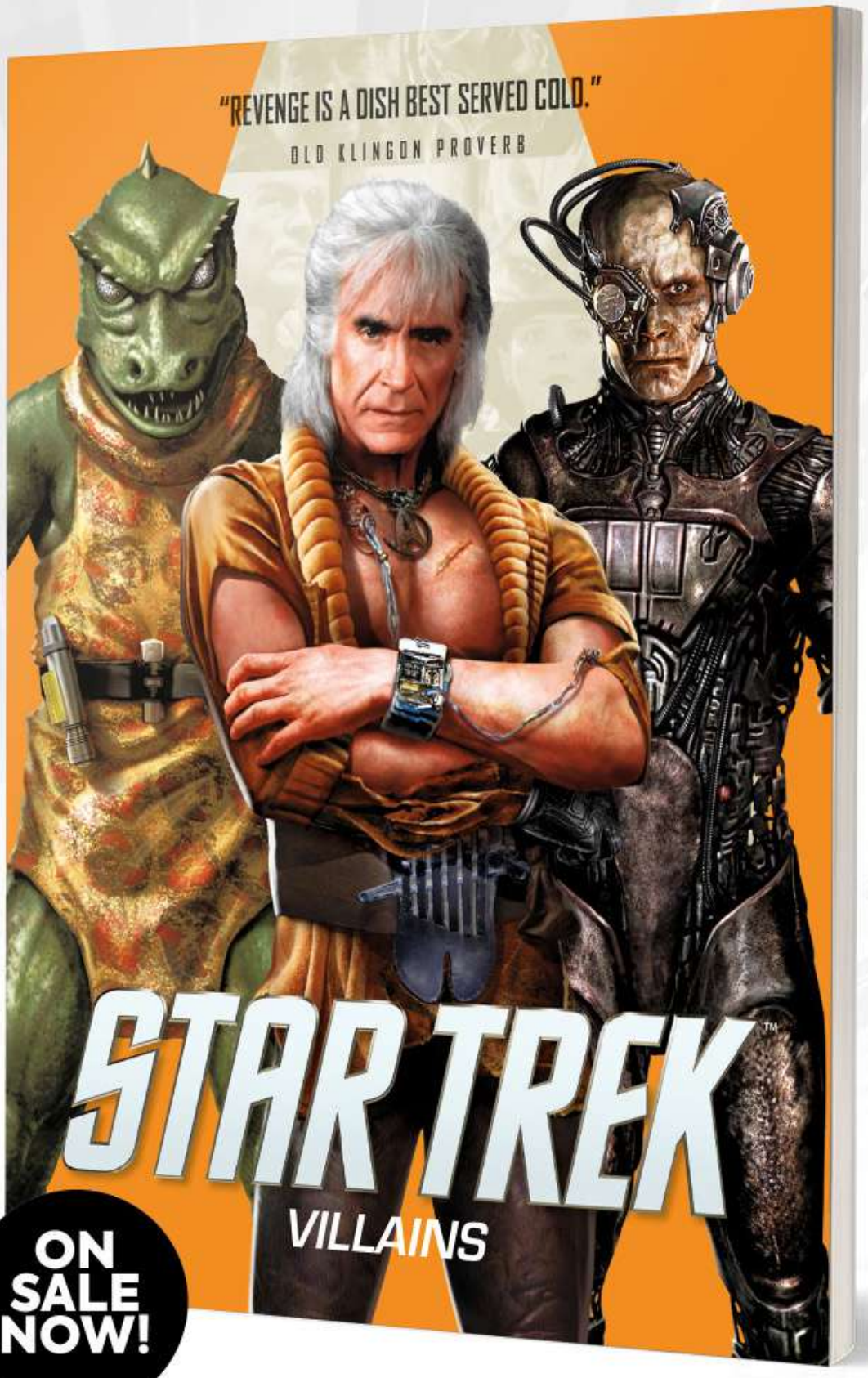

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STAR TREK EXPLORER

THE OFFICIAL MAGAZINE

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Captain's Log

Welcome to the third issue of your exclusive *Star Trek: Explorer* digital supplement!

This time, we are proud to present two exclusive *Star Trek* short stories by writers Peter Holmstrom and Chris Dows. We've also got some cool art featuring some of your favorite *Star Trek* characters for you to color. You can either print them out or you can color them in on your tablet. Why not share your creative efforts via our twitter or facebook accounts? Details are on the right.

Engage!

Jonathan Wilkins
Editor

STAR TREK EXPLORER

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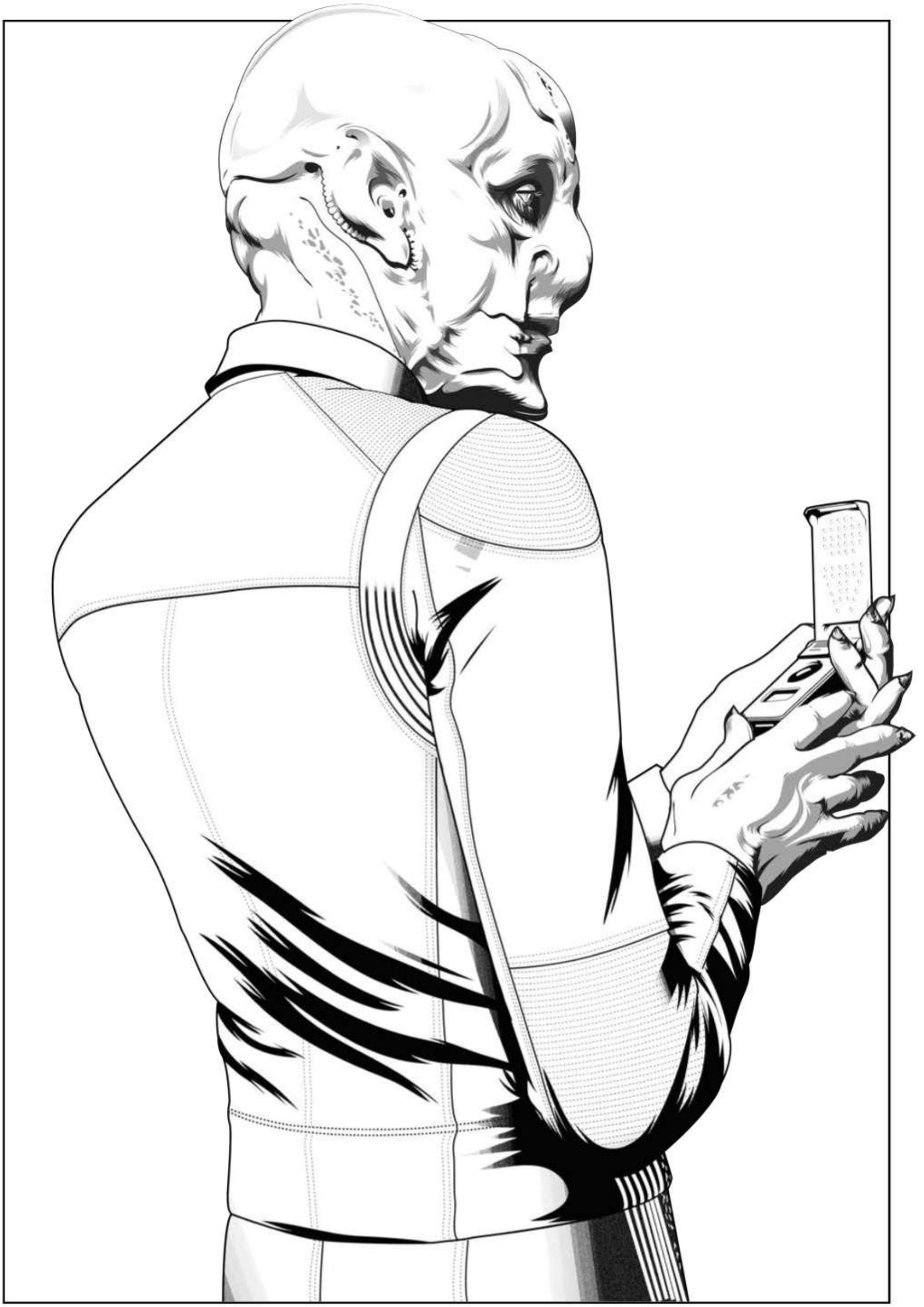

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STAR TREK

EXCLUSIVE FICTION

Cumulative Damage

STORY: CHRIS DOWS

Kirk strode down the Enterprise's empty corridors, thoughts and emotions battling for his attention. With the five-year mission over and his ship moored up in Starfleet's Earth-orbiting SpaceDock, uncertainty hung over Kirk like a damoclean sword. Most of the crew had disembarked days ago to enjoy their well-earned shore leave, relaxing while the Enterprise completed its routine refit. Others, such as McCoy and Spock, had left to contemplate their futures with Starfleet, leaving Kirk with the unthinkable prospect of his two closest friends not returning at all. If the uncertainty over his crew wasn't bad enough, no-one at Starfleet Command had even begun discussions with Kirk about his next assignment, and as he made his way towards the transporter room, for the briefest of seconds the lack of personnel and stillness of the ship reminded Kirk of the duplicate Enterprise to which the Gideons had spirited him away some months back. Shaking the feeling away, Kirk spotted the doors to Transporter Room Two, and focused his attention on the main issue at hand - the increasingly strange behaviour of Chief Engineer Montgomery Scott.

Kirk felt the hum of the transporter coils through the soles of his boots, signalling the system was active. As the doors swished open, he spied the redoubtable Scotsman, whose cryptic request to meet him in the transporter room had diverted Kirk from his tedious but vital shutdown protocols on the bridge. Kirk gave Scotty a puzzled smile, only to be met with an uncharacteristic frown and nervous tapping of fingers on the top of the transporter console. Kirk could immediately see something was wrong.

"Mister Scott. To what do I owe this mysterious invitation? Are we having a visit from the shipyard inspection team to discuss your final inspection report? Or are you having a crate of scotch beamed up and need a hand with it?"

Scotty looked down to the coordinate display, the soft cream light exaggerating the lines of worry in his expression.

"Not exactly sir, no. I… "

Scott kept his eyes lowered, his jaw set firm. Kirk's concern escalated.

"Scotty, what's wrong? You've not been on the bridge for more than a few minutes since we moored up, and I didn't see you for days on our journey home. Chekov was joking you'd spent more time in the Jeffries tubes than in your quarters, and Uhura told me you'd been carrying out almost continual surveys on every part of the ship – all on your own."

At the mention of Uhura, Scott looked uncomfortable. Clearly his attempts to hide his actions from his captain and friends had failed.

"Aye sir, that's true enough. I've had a lot to keep me busy."

Kirk frowned and stepped closer.

"Too busy to work with shipmates you've trusted for years or even take the time to talk with them?"

Kirk's tone was curt, forcing Scott to look up. His eyes were full of conflict and pain, something Kirk was all-too familiar with. Suddenly, he heard McCoy's voice in his head - 'this isn't the time to push, Jim.' Kirk softened his tone.

"We've all been out here a long time Scotty, got to know and understand each other like no other crew I've ever served with, and it's bound to have taken a toll. Believe me, if it was too painful to say goodbye to some of them, I understand."

Scott took a deep breath and sighed, the weight of the world – the universe, perhaps – on his shoulders.

"It's taken its toll alright, Captain. There's no denying that."

Before Kirk could ask what Scott meant, he was interrupted by a soft beeping from the console's communicator. Kirk nodded permission to Scott to activate it. An unfamiliar voice came through the speaker.

"Enterprise, this is Starfleet Command. One to beam up."

"Acknowledged. Energise."

Kirk stared at Scott for long seconds, only turning to the transporter dais behind him as the tone changed to signal final materialisation. A solitary humanoid figure quickly took shape, and as the system powered down Kirk was surprised to see Admiral Nogura standing before him, arms behind his back as was his manner.

"Ah, Jim. Welcome home."

Nogura stepped down onto the deck, hand extended in warm greeting. Kirk took it, feeling the power in the man's handshake despite his relatively small frame and advanced years. Kirk had known Nogura for most of his life, and while he was a friend to his family, he knew not to underestimate his keen intelligence and considerable experience – or to expect any favours despite their relationship.

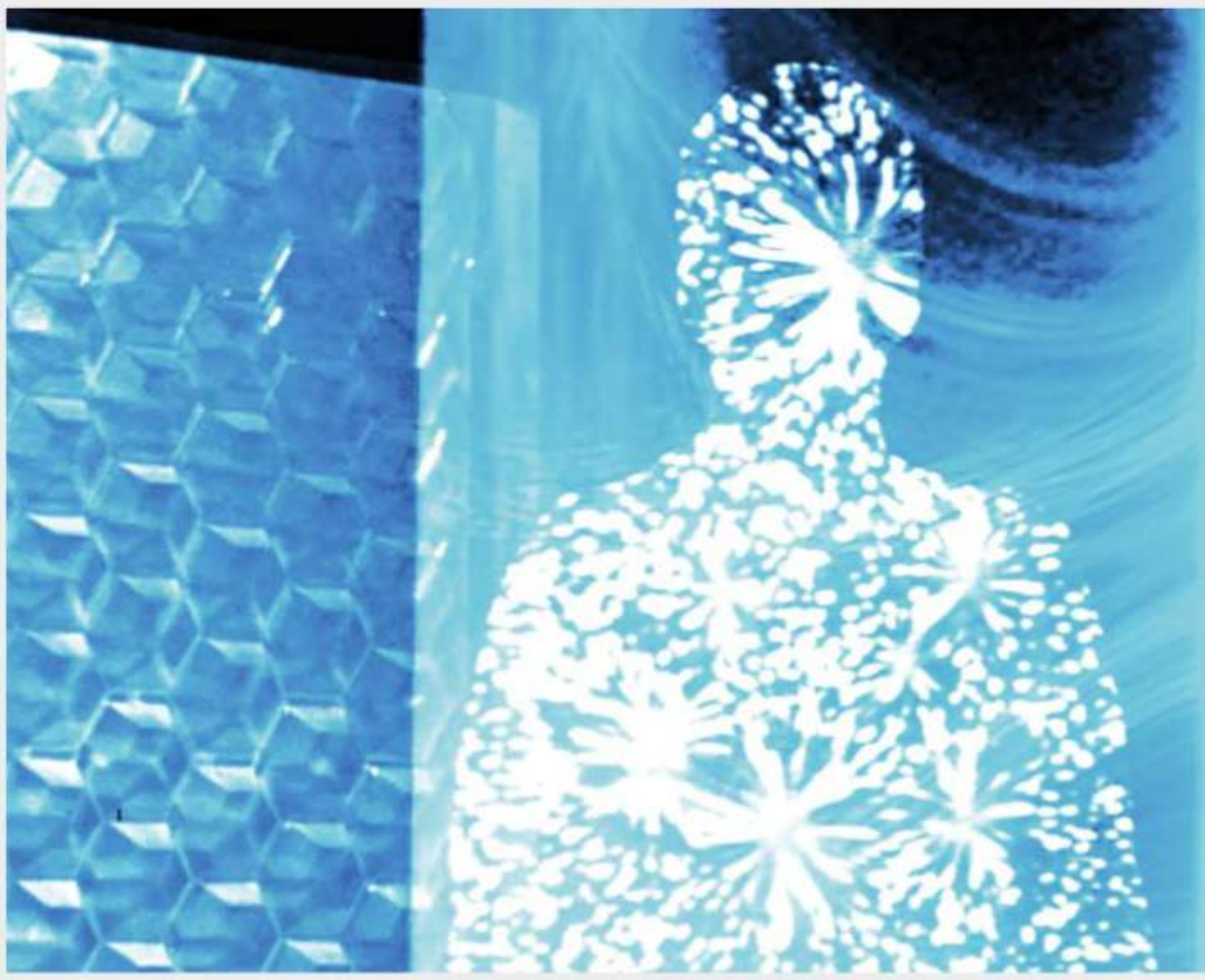
"And Chief Engineer Scott. I'm assuming you've requested my presence to explain why your final report hasn't been submitted to the Corps? All highly irregular of course, but I'm willing to make allowances given your reputation."

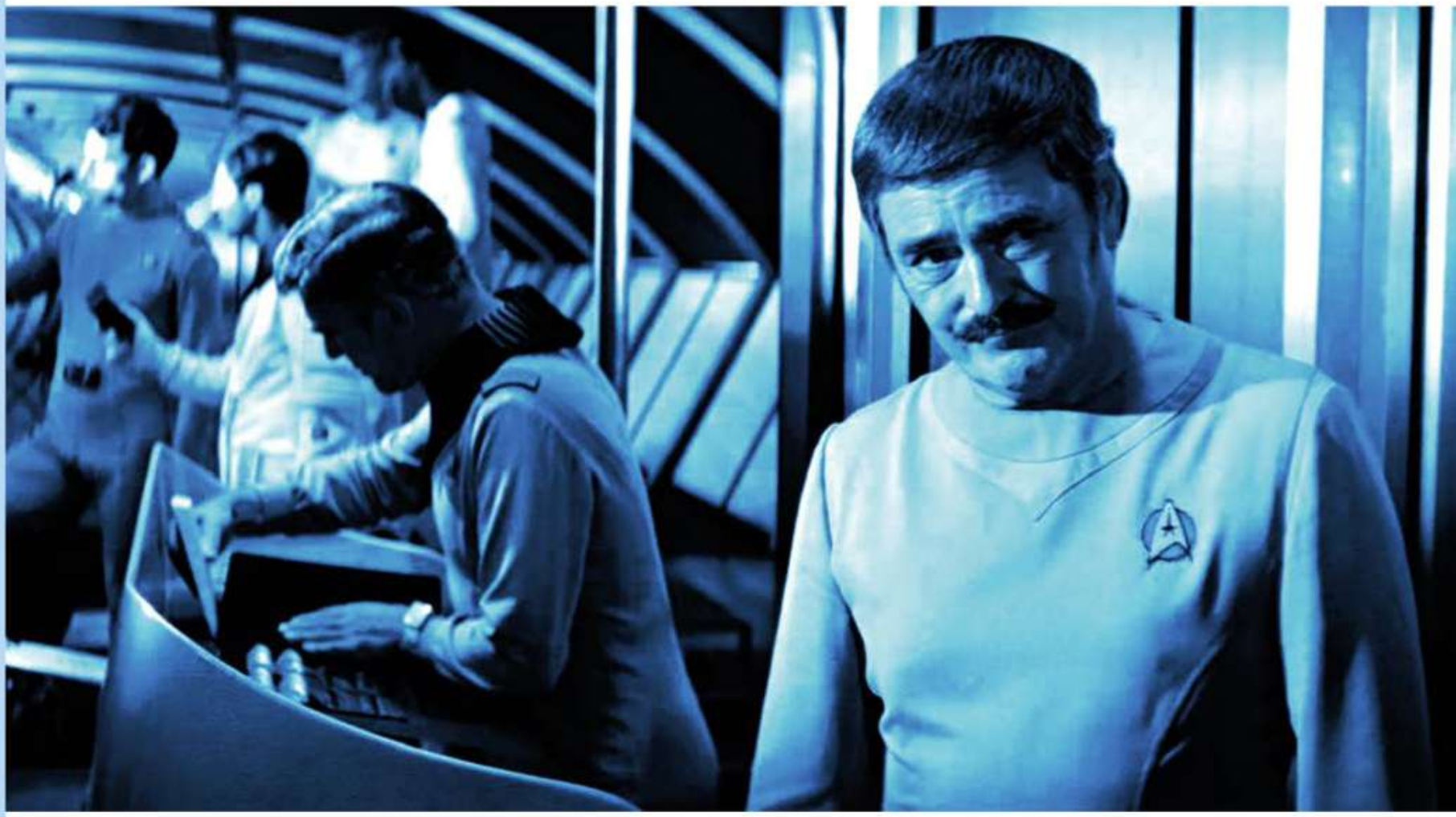
Kirk turned to Scott, hiding his astonishment from Nogura. Given the time Scott had spent hidden away in every crevice of the Enterprise, for him not to have completed the report was unbelievable – and unforgiveable. Scott's gaze flicked from Kirk's glower over to Nogura's inquisitive frown.

"It's both of those things I need to talk with you about, Admiral – and yourself, Captain. I didn't want to submit my report without the opportunity to explain it – to explain myself - to the both of you."

Kirk could feel his sympathy for Scott evaporating. If there was one thing he hated, it was surprises – and right at that point in time, he didn't have a clue what was going on. But how did he question his Chief Engineer without looking a complete fool in front of Nogura? Why would Scotty *put* him in such a situation? Nogura strolled towards Scott and stood beside Kirk. Nogura's response mirrored Kirk's frustration.

"Engineer Scott, it looks to me as if you have a whole lot of explaining to do. I've heard of your protective nature towards the Enterprise and in truth, I've not met a Chief who wouldn't act the same. I know you've only been here a few days, but the clock is already ticking for the five-year overhaul and refit."





SCOTTY TOOK A DEEP BREATH AND SIGHED, THE WEIGHT OF THE WORLD - THE UNIVERSE - PERHAPS - ON HIS SHOULDERS.

Nogura's previous good humour had been replaced with flint, his words making Scott squirm like a fish on a hook. Kirk turned to Nogura in an attempt to take the focus off his engineer.

"How long are we looking at for the work, Admiral?"

Nogura looked around the transporter room.

"Oh, it shouldn't take longer than a few months, just a bridge module swap-out and a nacelle upgrade. Once we get the report."

Kirk saw the color drain out of Scott's face at the pointed reminder, and pressed on with his distraction.

"Good to hear. After my debrief and a few weeks' climbing, I'll be more than ready to get 'out there' again."

Nogura paused, seemingly looking for the right words.

"We'll talk about that another time."

Nogura's tone was evasive. Why did Kirk get the feeling there were now two people in the room not giving him the full picture? Scott cleared his throat, breaking the tension between the two.

"With all due respect Admiral, the repairs to the Enterprise are going to take a lot longer than a few months."

Kirk and Nogura spoke in unison.

"*Repairs?*"

Scott sighed again. Kirk had never seen him look so… defeated.

"Aye, sirs. You'd best follow me. There's something you need to see."

The short journey to main engineering was taken in awkward silence, Scotty wisely choosing to remain tight-lipped and Nogura clearly not minded to expand on his previous remark. As the turbolift rapidly descended, Kirk could feel Nogura's impatience with the situation growing. So, too, were his own anxieties over the Admiral's comment about his return to service and what mysterious revelations Scott was about to present. As the doors opened, Kirk fell in behind Nogura who followed Scott down the short corridor to the lower engineering level. By the time Kirk had entered the computer room annex, the engineer had already activated the angular viewscreen adjacent to the primary board and command desk.

"Take a look, Admiral. It doesn't make for pretty viewing."

Kirk looked over Nogura's shoulder to see an alarming – and unusual - pattern of lines overlaid on a deck plan of the Enterprise, all seemingly emanating from a point just behind where they stood. Scott's tone was hushed, as if he was a doctor breaking bad news to a patient.

"The schematic shows a network of micro-fractures in the outer

IT WAS TIME FOR KIRK TO DEFEND HIS ENGINEER AND HIS SHIP.

hull plating and inner supporting bulkheads. It extends to every point on the ship."

Kirk leaned forwards, scarcely able to believe his eyes.

"How… did this happen to my ship, Mister Scott?"

Scotty straightened up and pointed to the squat, grey cylindrical chambers on the floor of main engineering where the dilithium crystals were housed.

"It was that bloody Romulan cloaking device I fitted a way back Captain. I had a devil of a time with it, and had my doubts about potential effects on the ship at the time. Shortly after I removed it, I noticed fluctuations in the structural integrity field across the ship. At first, I put it down to the age of the old girl, but after our encounter with the Defiant and the Tholians, things just got progressively worse."

Nogura looked up from his scrutiny of the damage on the monitor.

"Was it the spatial interphase that did it?"

Scotty nodded slowly. Kirk wasn't surprised Nogura had read the mission report – he was renowned for being well-informed.

"Aye, sir. That's my best guess. That and emissions from the Tholian's web."

Kirk thought back to the report McCoy had given him on his return from drifting between realities, resisting a shudder at the recollection of his ghostly experience in his survival suit.

"The Doctor discovered the interphase distorted the molecular structure of brain tissue of those who were affected by that area of space. It's what sent the *Defiant*'s crew and Chekov mad. Are you telling me it's the same for the Enterprise's hull?"

Scotty reached to the computer's controls and pushed another series of buttons. Interconnected blue-coloured blocks formed around the crazed lines, corresponding with their paths exactly.

"That's how it looks Captain. The only saving grace is it's restricted to components made of composite duranium."

Kirk snorted a laugh despite himself.

"*Only*? Come on Scotty, that's pretty much the whole exterior shell of the ship!"

The engineer looked to Kirk and shook his head sadly.

"Aye, sir. She's in a proper mess and no mistaking."

The room fell silent save for the humming of the impulse reactors powering the stationary vessel. Kirk watched Nogura as he clasped his hands behind his back and strolled out to the main engineering room, deep in thought. With Nogura out of earshot, Kirk turned to Scotty and grasped his arm.

"Scotty, why didn't you tell me what was going on?"

The engineer threw a glance over to Nogura then leaned forwards, whispering conspiratorially.

"Captain, if I'd detailed this in any report, you'd have been duty-bound to pass it on and they'd have towed us into SpaceDock like an old broken-down scow. I couldn't have that happen to her. I tried everything I could to seal the fissures, but nothing I did worked. I figured the fewer people knew about it, the better. I'm sorry to have put you on the spot, sir."

Kirk was about to give Scotty a lecture on how disappointed he was the engineer didn't feel he could trust his captain but thought better of it. Scotty was right. Despite how things had played out, it was time for Kirk to defend his engineer and his ship. The two left the computing station and walked over to Nogura, who was running his hand through his thick white hair as he stared at the spot where the Romulan cloaking device had been fitted to the deflector shield controls.

"Admiral, what are your thoughts?"

Nogura looked up to Kirk then over to Scott.

"It's not looking good for the Enterprise. While I cannot condone your subterfuge or theatrical approach Mister Scott, I can see why you wouldn't broadcast this information prior to arrival. The Corps of Engineers would have been sitting ready with cutting gear and blowtorches."

Kirk saw pain in Scott's face.

"Aye, Admiral. And that's why I wanted to talk with you here. She's a fine ship sir, and my other scans show her basic infrastructure is unaffected. I've already started work on the reconfiguration. She can be rebuilt from her bones, incorporating all the latest Starfleet systems, bigger and better than any ship in the fleet. She's worth the work, sir."

Scott's last sentence was said with absolute conviction. Nogura considered Scott's words then looked around the cavernous engineering space and nodded slowly.

"She is that, Mister Scott, but we'd be looking at a minimum of a couple of years... and a new captain."

Kirk felt his stomach lurch. Clearly Nogura had decided 'another time' to discuss his fate had arrived.

"What do you mean? If the Enterprise is going to be rebuilt, I need –"

Nogura's face hardened and eyes darkened. The change in his expression was enough for Kirk to stop talking.

"It's not what *you* need, Captain Kirk. It's what *Starfleet* needs. Good crews. Good ships. Experienced people who can train the next generation for whatever's out there. The refit that's being recommended would make this a virtually new vessel, and it'll take some convincing for me to get this approved – regardless of the extraordinary reputation you've all earned. If I can force the issue with Mister Scott's data, the Enterprise will be back – but not with you in charge."

Out of the corner of Kirk's eye, he could see the look of astonishment on Scott's face.

"Admiral Nogura, losing my ship is one thing, but losing my captain as well – "

"Mister Scott, you'll not be losing anything – particularly if your new Chief of Starfleet Operations adds his influential support to the refit."

Nogura looked pointedly at Kirk. There it was. Kirk's future all mapped out, tied in with the only way his ship was going to be saved. Nogura really was a formidable operator.

"Admiral... I don't know what to say. You know I want another starship command but..."

Nogura's eyes narrowed again. Kirk pressed on.

"...I'll take the post if it'll save my ship. I'd rather the Enterprise existed without me than not exist at all. I'll back the plan, but I want to choose a replacement captain who'll oversee the entire refit and work directly with Scotty. I'll stay a healthy distance away, but I'll want to be kept informed at every major stage. Agreed?"

The Admiral looked to Kirk, then to Scott, and around Engineering once again.

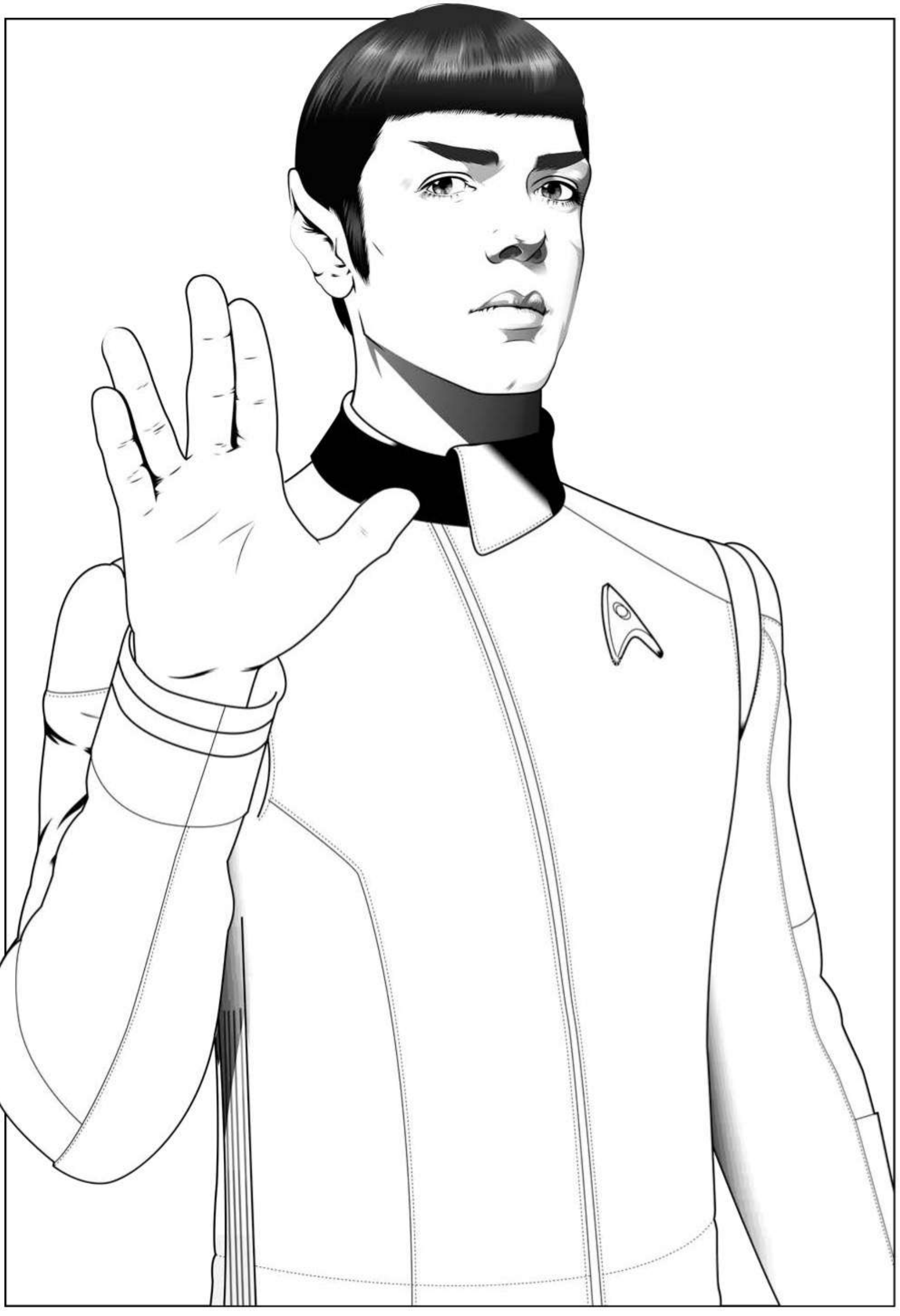
"I'm not in the habit of making deals Jim, but..."

Nogura turned, smiled, and offered his hand to Kirk.

"... this sounds like a good one."

Kirk shook it gratefully. Scotty smiled.

"Aye. A good one it is."



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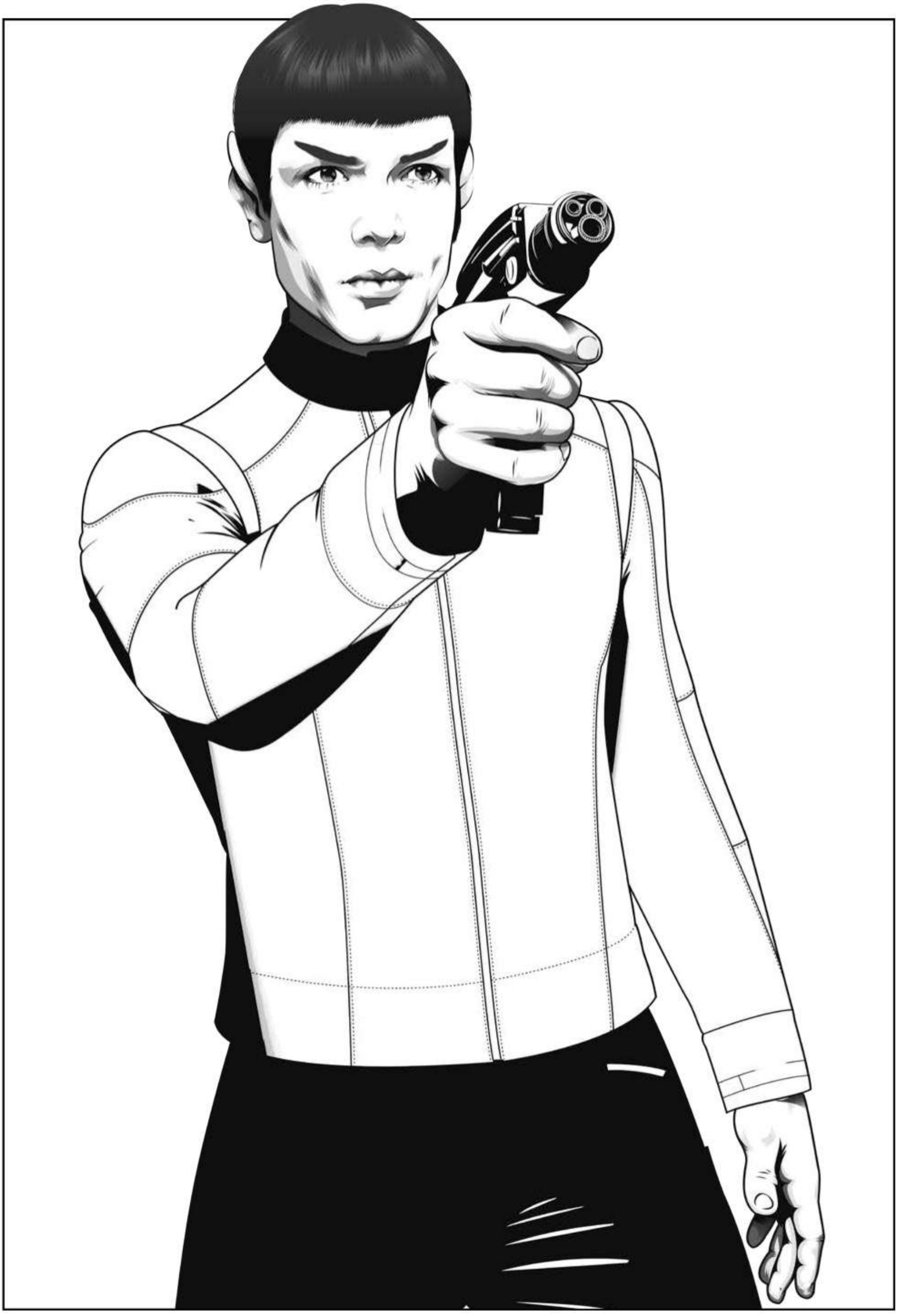

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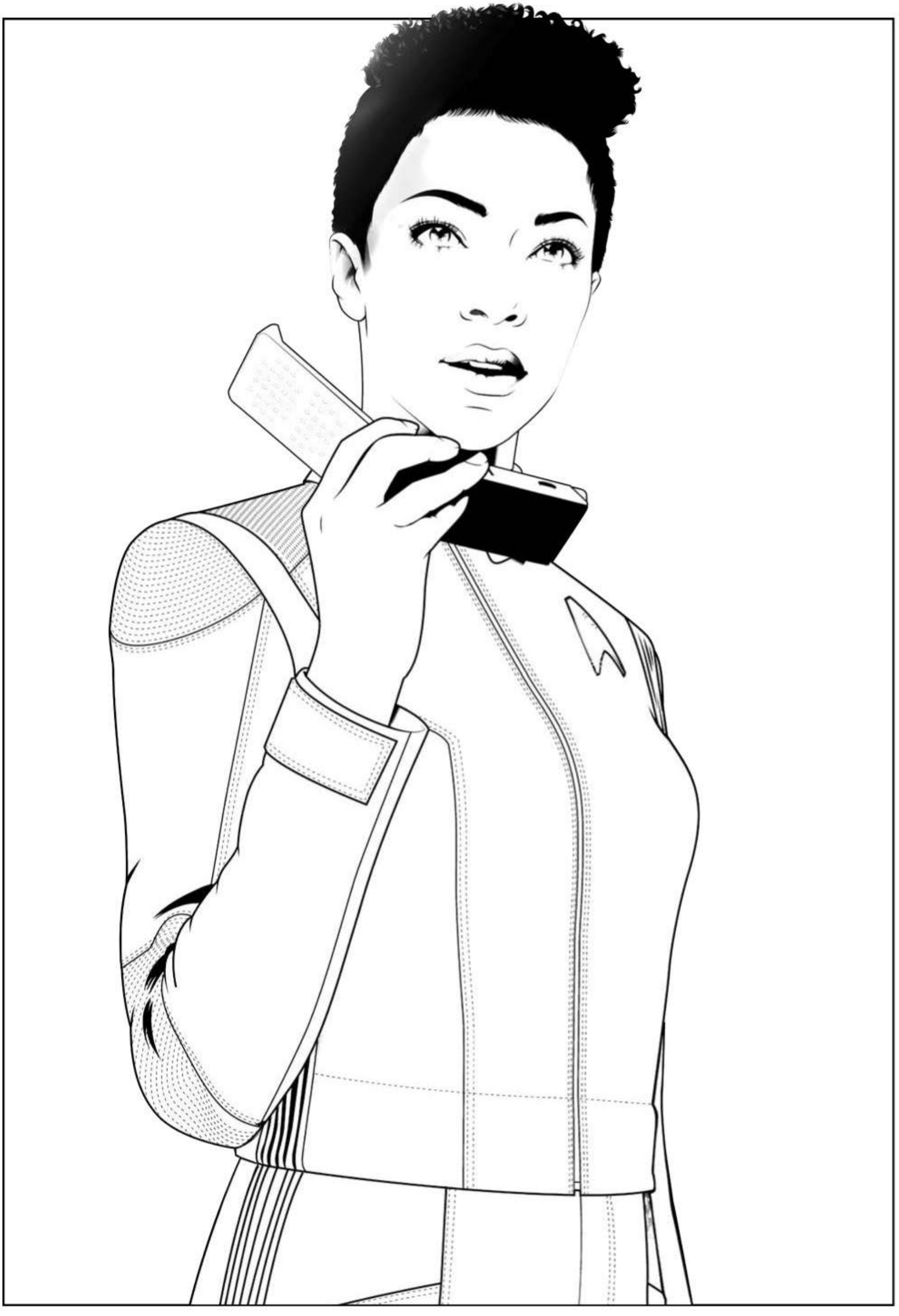

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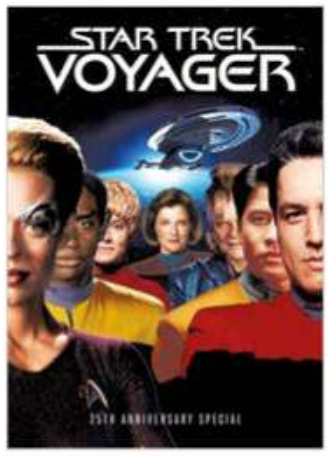

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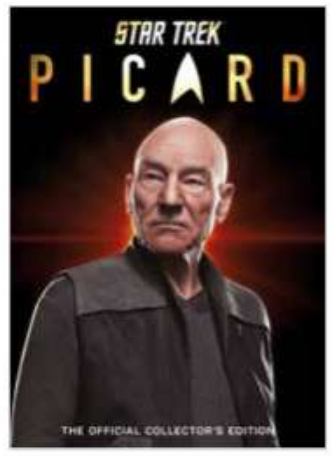

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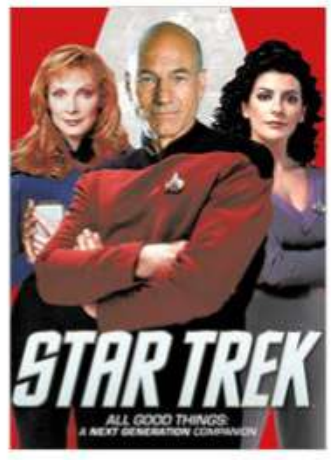

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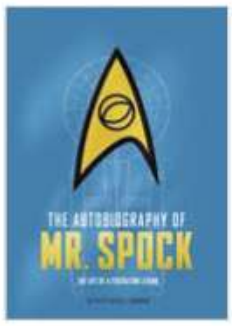

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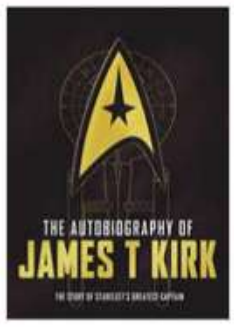

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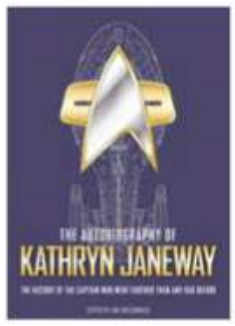

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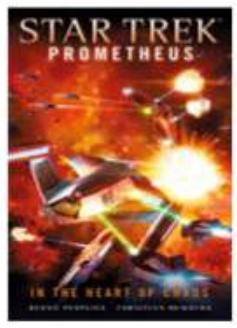

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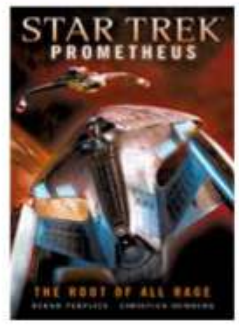

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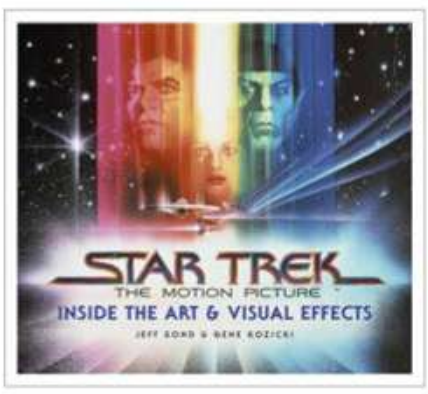

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EXCLUSIVE FICTION

Explorers of the Storm

STORY: PETER HOLMSTROM

"*pace is a dangerous place."* As he had done countless times on his journey to Delta IV, Lieutenant Will Decker ran his father's final words through his head. Assigned as an attaché for an under-construction embassy without an ambassador, Decker expected he'd have many such opportunities.

Decker had spent his childhood dreaming of the day where he would join his father, the illustrious Commodore Matthew Decker, on grand adventures to the great unknown. That is, before his father died. *An intergalactic anomaly of immense destructive power*, the report said. An affidavit by Captain James T. Kirk of the Enterprise, citing Commodore Decker as a hero, but rumors of cowardice and even a mental breakdown were never far away.

"Approaching Delta IV. Security team on alert."

Lieutenant Decker straightened, ran a hand through his brownish-blonde hair, and turned to the Efosian Junior Lieutenant at the tactical station. A humanoid race, known for naturally hunched backs, long whiskers, and husky voices, one would believe them better suited to dark corners of an Orion slave market, rather than Starfleet. Though Starfleet constantly affirmed, appearances are never as they seem…

Delta IV's membership in the United Federation of Planets had only been ratified six months before, to the great consternation of a small demographic of the planet's population. Years of political debate and provincial membership did little to quell their displeasure at a Starfleet presence on the planet. Concern for stationed Starfleet officers on the planet was such, that a limited Embassy footprint was deemed appropriate. Decker was one of only a handful assigned to Delta IV, and ensuring the peace was essential.

"We've received a formal protest from the Embassy Liaison Officer. Seems they feel trust is greater than prudency..." Decker's back stiffened. He would have to discuss proper protocol with the liaison officer when he arrived... He tapped a communicator console near his station.

"Ensign Xon, report to the bridge." No response. Odd. "Ensign Xon?..."

With a transport this size, it didn't take Decker long to reach Ensign Xon's quarters. He reached up to--

"HAHAHAHAHAHAHAHA!!!" Decker's eyes widened. While few Vulcans were in Starfleet, one truth every cadet knew was, Vulcans do not laugh...

"Ensign Xon?!" The door opened and Ensign Xon stood before him, shaggy hair and youthful appearance could not hide the pointed ears and angular eyebrows. He was a Vulcan, but he was sweating profusely.

"Are you all right?" Decker asked earnestly.

"Yes, Lieutenant. I was... attempting to laugh." Decker didn't even try to hide his perplexity.

"... Laugh?"

"Yes, sir. The Vulcan control of their emotions has evolutionarily altered their physiology. However, I elected to make the study of emotional connections of lesser species my focus at the Vulcan Science Academy."

"Are we... a petri dish to you, Ensign?"

"That would be inaccurate, sir. To understand the effects of the many, I seek a greater understanding of the all." If it wasn't for the Vulcan dispassion, Xon's answer would almost sound profound...

As the ship descended, Decker stared at the bright blue planet below. It might not be traversing the cosmos, charting unknown wonders, but this mission to Delta IV held a sense of adventure nonetheless. A new world, a mission to create a lasting and prosperous relationship between the Federation and the Deltan people, and a place in the galaxy to call home...

Decker, Xon, and Bor-Deau marched down the clean sleek hallway of the Federation Embassy. Any awe and wonder Decker had at the beauty of Delta IV were quickly subverted by the realization the Federation Embassy was sequestered miles away from anything... Federation or Deltan demand, Decker did not know, but was determined to bring it up to the liaison officer... among other things.

"Deltan physiology is quite distinctive to other races in the Federation," Ensign Xon observed. The red cushioned furniture and ornate colorful plants dotting the landscape reminded Decker of other Federation Outposts, despite the limited Starfleet and Deltan personnel on staff.

"I read the report on their psychic ability."

"*Psychic* is not accurate. Their emotions are represented physically through highly active pheromones, thus allowing others to experience the emotions as well."

"I was surprised to find a Vulcan requested this assignment, given..."

"Quite the contrary. This shall prove a fascinating exploration of the emotional experience. Into the deep pit, as humans say."

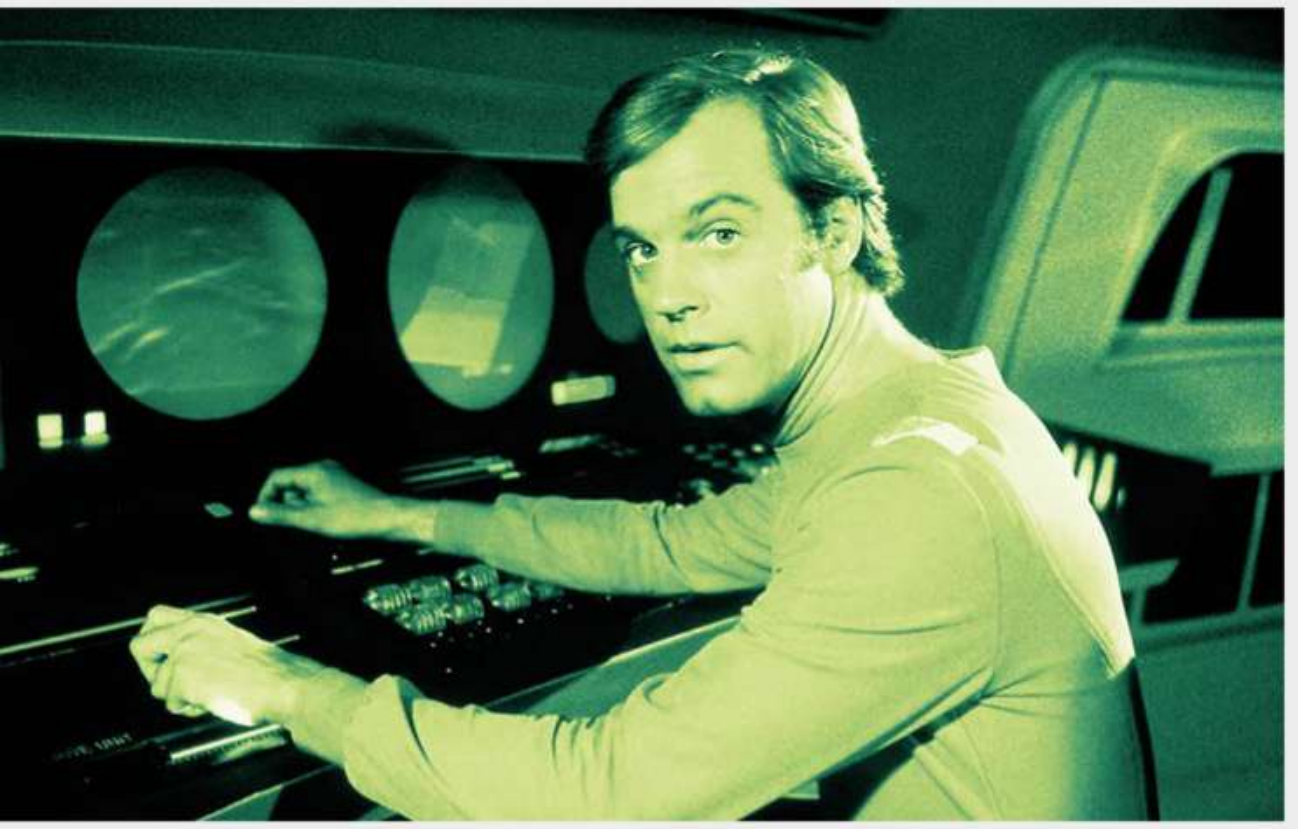
"Deep end, Mr. Xon," Decker said with a smirk.

Decker and Xon halted before the Operation Center of the Embassy. Straightening his gold uniform, Decker made his way inside.

Instantly, he was struck by a wave of irritation and aggression. Decker could feel his blood pressure rise and muscles tighten, as adrenaline rushed through his body.

"Phasers!" Images of attacking Deltan terrorists filled his mind. Even the Vulcan Ensign Xon was affected by whatever this was.

Decker's eyes shot around the room, but found only one occupant – a Deltan woman. Decker blinked, startled by her beauty. Through smoldering eyes, it struck Decker how the smooth, hairless head highlighted the depth of the eyes, and smoothness of the skin... She was beautiful, and she was angry.



DECKER EXTENDED HIS HAND, AND DID HIS BEST TO LOOK DISARMING.

"Lieutenant Decker, I presume? Since your scanning crews are gone, I take it they found no dangers?" Decker fought the urge to give in to the rage pounding through his body, but then noticed a gold Starfleet uniform...

"Unless you're injured, Ensign, superior officers are addressed as 'sir' when reporting for duty." The Deltan considered, then straightened in a salute posture.

"Ensign Ilia, Starfleet liaison officer assigned to Delta IV, reporting for duty, sir."

"Reported. Now, can you please tell us why my Vulcan friend is about to vomit?" Ilia's eyes widened as she registered Xon, hunched over in pain. As if a stream of water had just been cut off, Decker could feel his emotion start to recede.

"Apologies. I—"

"Mr. Xon?" Decker grabbed Xon's arm for support, unsure if a doctor was on staff.

"Forgive me, sir. I seem to have an adverse reaction to Deltan pheromones. I must go to my quarters." Without waiting for approval, Xon exited.

"It seems I've made a bad impression."

"More than one, Ensign." Decker could feel his anger rising, but couldn't be sure if it was from his own doing or not.

"What has happened is Starfleet is treating my planet as a threat, rather than an ally."

"You are part of that Starfleet unless I'm mistaken." Ilia allowed herself a moment to glare before softening.

"Yes, sir. I meant not to offend you personally, but to question the rationale of the action." Decker considered the Deltan before him. An image of his father, austere in body and soul, standing on a porch of their family home, about to tell his son yet again of another long assignment away from home, entered Decker's mind. He let out a sigh and forced a slight smile.

"Forgive me, Ensign. I believe we got off on the wrong foot. I apologize for any feeling of intrusion our security team conveyed. With the recent threats on the part of the Deltan people against Starfleet, thorough security was necessary. My name is Lieutenant Will Decker." He extended his hand, and did his best to look disarming. Ilia responded with a cool stare.

"Sometimes you have to take a leap of faith first. The trust part comes later..."

Decker spent the next few weeks trying to soften the situation with his new liaison officer, to little effect. Though in rare instances he would find her staring at him. Whether out of curiosity or animosity, was anyone's guess. It was only after his office was settled and a semblance of routine was established, did he feel comfortable addressing some lingering questions.

"Your body chemistry is not conformed to Deltan physiology, it reacted poorly to my emotional state. Deltan pheromones are a tangible representation of emotional states. Thus, when we are joined as lovers, family, or friends, we are connected on a profound level."

"Starfleet reports were scant, but seemed to indicate we'd have nothing to worry about."

"Deltans have trained for years to prepare for interspecies communication, but it is still a new concept. I regret to say I forgot my training."

"And yet you joined Starfleet?"

"As a child, I dreamed of space travel. Read books of your world… Horatio Hornblower? Adventures of the high seas. I must admit, you look much as I imagined him." She smiled. "While some of my people believe joining the Federation was a mistake, most see it as a dawning of a new age."

Perhaps I'm finally getting through to her.

"The First Age the Deltan people explored the stars. The Second Age we turned inward and improved our minds. Closed off from the rest of the galaxy, our people stagnated. With the joining of the Federation, we entered the Third Age."

"Perhaps…" Ilia's head darted away. "What is it?"

Fear covered the Deltan's face.

"The grounds... terror."

Ilia rushed ahead as Decker's own fear grew.

Outside the Embassy, pandemonium ensued...

Wave after wave of burn marks *seared* the ground from an unseen power. As if an invisible pendulum swung destruction from on high. Deltans and Starfleet officers ran for cover, or searched for answers.

"A new age, Ensign..?" Decker rushed back to the Ops Center to notify Starfleet command of a terrorist incursion. Ilia rushed behind.

"You don't know this was my people!"

"Those screams say otherwise! You're relieved, Ensign."

"At a time of crisis, you need all Starfleet officers available." Entering Ops, she took her station at environmental controls. Other stations remained empty with the exception of Lieutenant Bor-Deau at security, either an officer yet to report, or caught outside in the maelstrom of energy. Decker thought of contesting Ilia, but then thought it better to keep an eye on her.

"Scan for other disturbances on the planet."

"None. It seems to be localized to this facility," Ilia offered, knowing it didn't bode well for her case. *Of course. How could it be anything other than an act of terrorism,* Decker thought.

"Are Embassy shields operational?" Decker barked at Bor-Deau.

"Shields have been neutralized."

"Neutralized? How?"

"Unknown, Sir."

Decker stared at his sensor readout. The display glitched and sputtered out.

"My readout is malfunctioning."

"Mine is still operational, sir." Ilia piped in. *Damn*. Until better information arrives, he'd have to trust her.

"Status."

"No sonic interference, energy distortions, or gravitational fluctuation." *This doesn't make sense...*

Decker tried to think of what his father would do in this situation...

"I have to see what's going on. Notify Starfleet Command."

"And the local officials!" Ilia offered.

"Inform them *both*, we're under attack." Bor-Deau nodded.

Decker dashed outside to find mayhem remained. Scorch marks tore through the grounds, as waves of "something" undulated through the air.

"It must be some kind of creature!" As Decker reached for his phaser, he noticed something. The undulating waves were crashing against the shields...

"The shields are up..." Ilia saw it too.

"Malfunction?" As Ilia said it, Decker saw something materialize beside him. Something that shouldn't be. Something that couldn't be.

"Dad?"

Ilia turned to Decker.

"Lieutenant?" Decker didn't answer, transfixed by the image of his father. "What do you see?" Commodore Matthew Decker: husky, stern jaw, with sad eyes that have seen too many winters. He seemed to be crying, in pain. *DON'T YOU THINK I KNOW THAT?* Decker heard his father say. At least, he thought he did... Neither sound nor vibration came through the air.

"It's my father... He's in pain, dying."

"There's nothing there, Lieutenant."

"No, he's..." Decker reached out to his father, but his hand passed right through.

"Why would you see your father?" Decker stared at the waves, cutting larger and larger ribbons into the grounds.

"Bor-Deau with the shields, my readouts malfunctioning, and now my father. It's playing into our greatest fears!" He sees the ribbons again, each one growing outward, as if emanating from a central source.

"Quick, back inside!"

Decker and Ilia rushed back to Ops

A SMALL SMILE CAME OVER DECKER'S FACE, AND HE WAS PLEASED TO SEE IIIA SMILE IN RETURN.

"Bor-Deau, scan the grounds and correlate the scorch marks in the earth. See if there's a pattern." Bor-Deau punched up a schematic of the Embassy. The lines of scorched grounds created consecutive circles. "Extrapolate the existing rings, factoring in distance and growth. Are they emanating from a central location?" The computer worked quickly, indicating a small dot within the Embassy itself: the living quarters.

"If that's the center, the hallucinations may be more intense the closer we get." Ilia locked eyes with Decker. "Are you sure you can handle it?"

"Suppose we'll have to take a leap of faith?" A small smile came over Decker's face, and he was pleased to see Ilia smile in return.

Rushing through the halls of the Embassy, Decker, Ilia, and Bor-Deau drew weapons. Decker could feel the emanations now physically. Pain, suffering, beyond what he thought possible. He and Ilia slam into the wall.

"Bor-Deau, get out of here!" Another wave hits them, this time bringing images of his father, the destruction of a shuttlecraft, and a meaningless death into his mind. Ilia reached out her hand and touched his shoulder, releasing calming pheromones into his body, forcing him to relax.

"Will… Whatever is causing this pain, you have to let it go." Decker's breath comes in short and staccato even with the pheromone rush. The walls around him close as wave after wave crash through.

"My father. Died, in space. Away from everything, all alone... A meaningless death."

"You're not alone now…" Decker saw the truth in Ilia's words. A glimmer of hope in the otherwise empty hall.

Together, Decker and Ilia inched forward, until they reached the center. Decker smashed the door pad, and crawled through the opening to find –

Ensign Xon! Silently and peacefully sitting in the center of the room, with his hand on an equally silent and peaceful-looking Deltan.

"XON!!!" Xon blinked to awareness and stared lazily at Decker. The Deltan offered a similar gaze, neither remotely aware of anything amiss. The waves instantly stopped, and the soothing hum of Embassy air returns.

"Is everything all right, sir?"

"I don't believe embarrassment is in the Vulcan vocabulary, but..." Decker smiled, while meeting with Ilia the next day.

"He wouldn't have known a mind-meld with a Deltan would cause such a catastrophe of psychic energy. One presumes oil and water do not mix."

"He should have used his head. I shall have to report this…"

"Perhaps you should use your heart, Lieutenant. No one was hurt. He will learn, as we all will.

"Perhaps in working together to overcome this crisis, we've set a path for our two cultures to co-exist?"

"Perhaps we have." Ilia smiled. "Here, I have something for you." She handed him a photograph a 19th-century sailing ship in a storm. "A welcoming gift."

"Explorers of the Storm." Decker smiled in return, content in the moment it gave. Nevertheless, Decker turned to stare out the window, to the blue sky on the horizon, and the stars that lay beyond…

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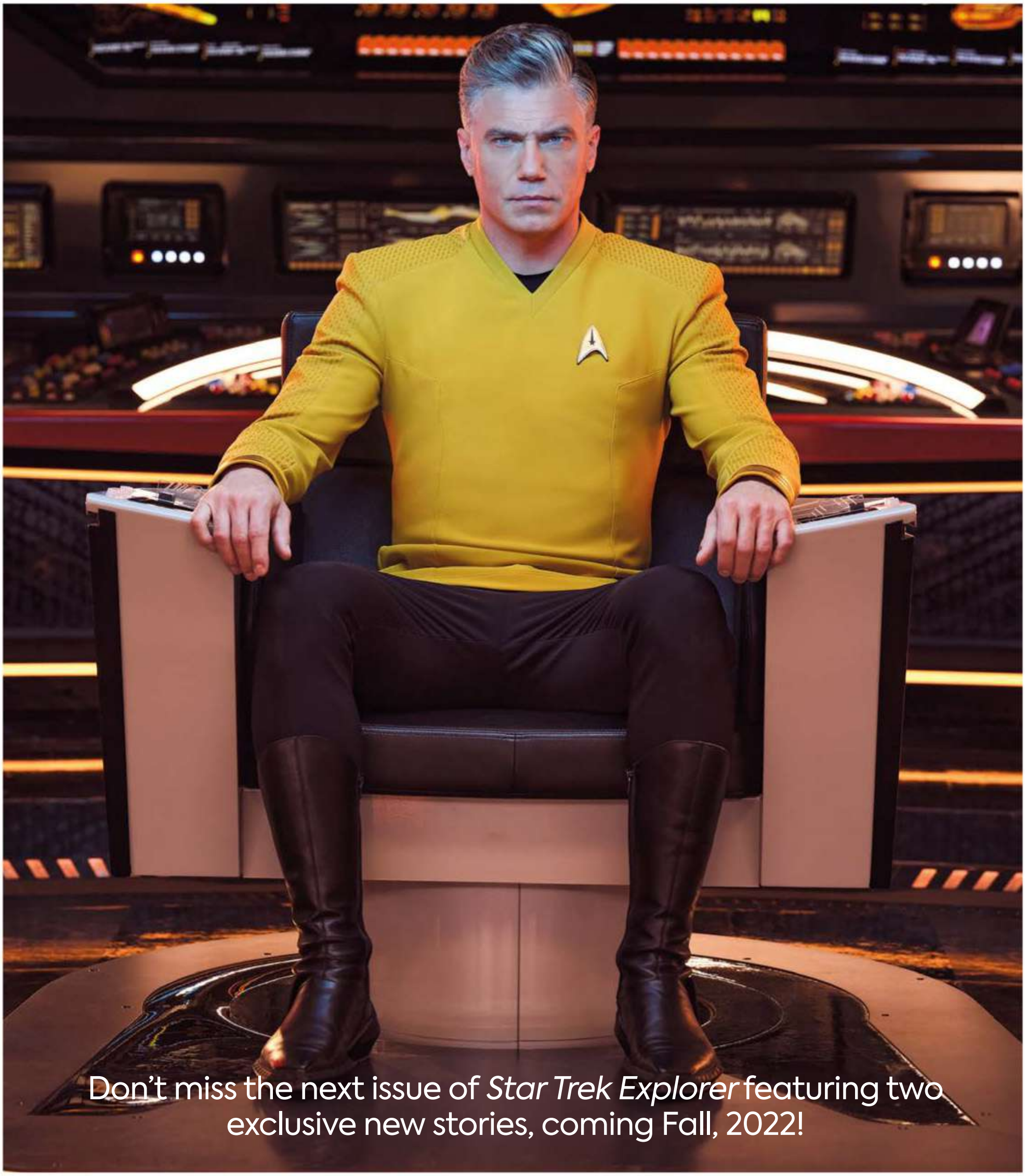

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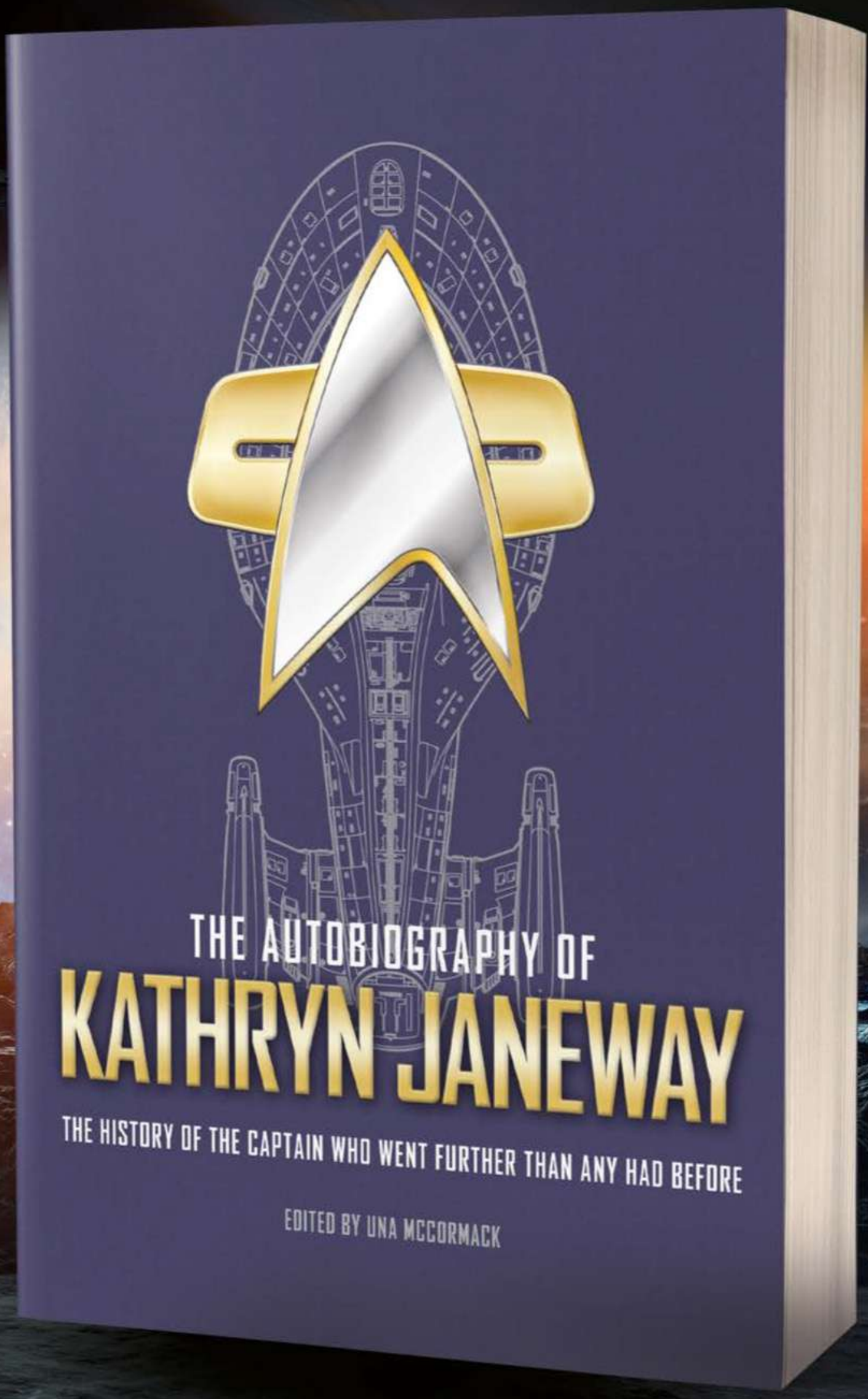
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